THE WORLD OF FREE SOFTWARE – YOUR MONTHLY GUIDE

AMIGA·PC·ST

PUBLIC DOMAIN

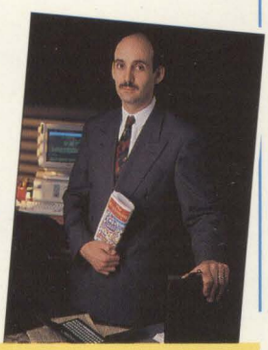
AMIGA • PC • ST

ISSUE 6 • £2.95
MAY 1992

THE LATEST PD, SHAREWARE & LICENCEWARE REVIEWED

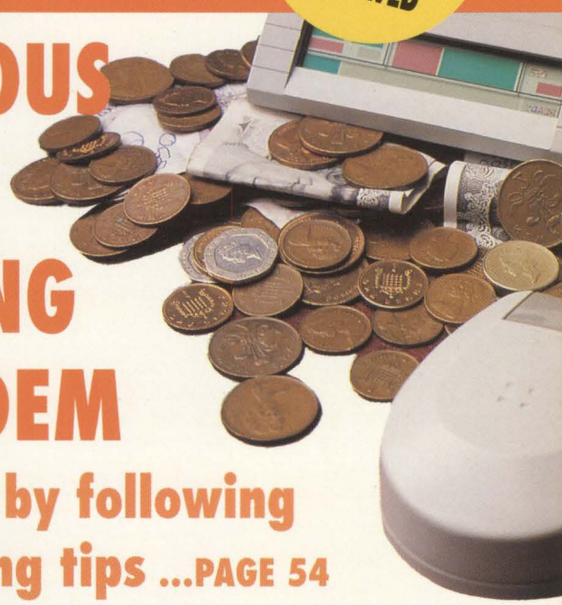
MIND YOUR OWN BUSINESS!

Get started *and* save a fortune using shareware and PD...PAGE 19



SAVE SERIOUS MONEY WHEN USING YOUR MODEM

Cut on-line costs by following our 10 bill-busting tips ...PAGE 54



AMIGA • PC • ST PACKED WITH GREAT PROGRAMS

PUBLIC DOMAIN COVER DISK 6

AMIGA

Zeus: An addictive puzzle game
IntuiTracker: Play sound modules
Nuke: Latest version of this virus killer

PC

Secret Agent: Become a spy in the latest game from Apogee Software **(For EGA and VGA PCs only)**

ST

Robotz: Attractive and a-mazing action game
ST Writer Elite: Top word processing tool
Backtrack: Sound module player **(STE)**

Important – read the instructions first! See page 6 for details

Tri-format disk © Rob Northen Computing

No cover disk?

Why not ask the nice person behind the counter whether they are keeping it safe for you!

FULL DETAILS OF DISK ON PAGES 6-9

GET SOUNDS FOR £1

How public domain can be music to your ears ...PAGE 69

APOGEE REVEALS ITS SECRETS

The greatest shareware games outfit and their amazing success ...PAGE 49

£1000 WORTH OF MODEMS TO BE WON! ...PAGE 75

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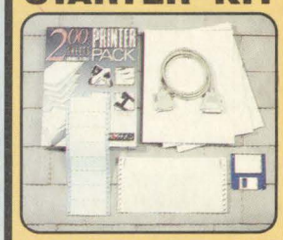

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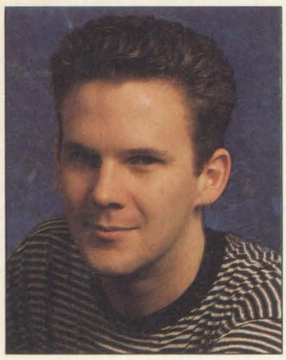
PUBLIC DOMAIN

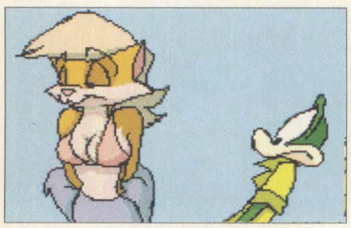


Welcome to issue six of *Public Domain*! And what an issue we have in store for you.

We've continued our *Public Eye* interview spot with a profile on Apogee, the American producer of shareware games for the PC (see page 49). Anyone who's played one of its games before will agree that they really are of a quality to rival commercial products! What's more, the company's latest offering, *Secret Agent*, is on the PC section of the cover disk.

Business software is notorious for being expensive – not good news for those starting out on a low budget. PD and shareware come to the rescue once again! You really can start your enterprise for a fraction of the cost of using their commercial conterparts. Quick – flick to page 19!

We also tell you how to get sweet sounds from your plastic pal (page 69). Don't understand archiving? The answer's on page 84. Interested in saving money with your modem? (Who isn't?) Page 54 will help to slash those bills!



The latest animated masterpiece from Eric Schwartz is reviewed in Demos... page 76

Don't gamble your all your cash away. Turn to Games and keep your loot... page 36

THE PD TEAM – ISSUE 6

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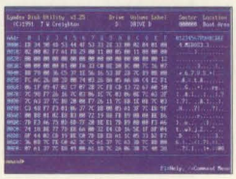
CONT

6 Cover disk pages
How can one little plastic case contain so much greatness? By being the *Public Domain* cover disk, that's how. Find out what goodies it contains for your machine and how to get them running
Plus: how to find your way around *Public Domain*

11 News
If it's happening in the public domain you'll read it here first. The latest PD and shareware news

14 Letters
The pen is mightier than the sword, so if you've got something to say about PD then write to us now (we'd prefer that to being skewered)

19 Mind your own business
Have you seen the price of commercial business software? And you thought the computer was going to be the expensive bit. It still can be if you check out the public domain where cheap definitely doesn't mean nasty. We spotlight three businesses run on software that didn't cost the earth

24 Reviews: Programming & Utilities

If you mess around with machine code, shells, command lines and the like, then the public domain is packed with programs that'll make life so much easier

36 Reviews: Games
How do you like to relax? Saving the universe? Sliding tiles out of piles? Zooming along racetracks? Whatever your leisure preferences, the public domain can satisfy your appetite

46 Problem Solved!
Got a PD problem? Then we've got the answer

49 Public Eye: Apogee
When it comes to PC shareware games one company dominates the scene. Apogee president Scott Miller reveals the secret of the company's worldwide success

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Cutting the cost of comms 54

Every second on-line adds pennies to your phone bill. Follow these simple guidelines to keep those costs down to a minimum

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From spreadsheets to databases, from currency exchange rate calculators to Desktop Accessory calendars – business software that doesn't require you to extend your overdraft limit

Subscribe now! 67

Make sure you get your copy of *Public Domain* delivered to your door every month in pristine condition, and save money into the bargain

Soundtracker music 69

You don't have to buy expensive electronic instruments to create great music with your computer. We round-up some programs that stretch internal sound chips to the limit

Win! Win! Win! 75

Three snazzy state-of-the-art modems up for grabs

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If the graphics are amazing, the sound is awesome and there doesn't seem to be any point to it, chances are you're watching a demo. We separate the epic from the indulgent

Archiving 84

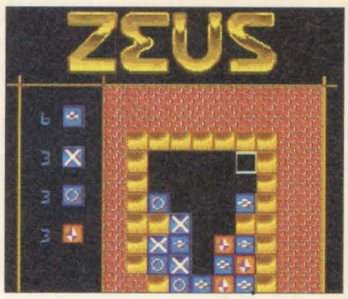
You slam in your disk only to find a directory full of files suffixed with ZIP, LZH and the like, and you can't get anything to run. What does it mean? We decompress the complexities of archiving

Reviews: Home & Education 88

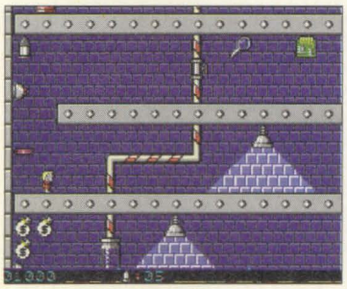
The public domain has some distinctly idiosyncratic software. From golf to Tarot, wherever your interests lie there's bound to be something, somewhere that'll suit you down to the ground

Index 98

Every program reviewed in this issue listed so that you can locate them in an instant



It's brain-bursting puzzle time on the Amiga. Match the blocks to complete the levels



Go undercover as Agent 006 1/2. Can you recover the secret blueprints on your PC?

Defeat the alien tin-heads in this multi-level strategy/action game for your ST

Got an Amiga? ..... Turn to page 7.....

- **Zeus** Work out how to clear the blocks in this addictive and challenging puzzle game, based on the arcade classic *Puzznic*
- **IntuiTracker** Play *Soundtracker* music in the background while you work on the normal Workbench screen
- **Nuke** The latest version of the *Nuke* virus utility, upgraded and more powerful than ever before

Got a PC? ..... Turn to page 8.....

- **Secret Agent** Here it is! The game you've been waiting for. The latest from those PC game wizards at Apogee Software, the undisputed world leader in PC shareware games, in which you, as Agent 006 1/2, have to recover important blueprints from the Diabolical Villain Society.

  An impressive arcade platform game featuring high–speed animation, tricky traps, perplexing puzzles and loads of humorous action. Think yourself lucky you've got a PC.

  For the full story on Apogee and its success turn to page 49.

Got an ST? ..... Turn to page 9.....

- **Robotz** Beat the enemy robotz in this great-looking maze-based shoot-'em-up. Avoid the walls, destroy the generator and then the robotz – all before they destroy you!
- **ST Writer Elite** Productivity is the name of the game with this powerful PD word processing package
- **Backtrack** Who says the STE can't multitask? Play four-channel sound modules on your STE while using your computer for other things (STE only)

New readers start here

The public domain is a weird and wacky place where you can get all sorts of software at prices you wouldn't believe – some of it even free! Cheap doesn't mean nasty, though. A lot of it is every bit as good, if not better, than full-priced programs, but, we have to admit, there are some duds too. We aim to point you in the direction of the decent stuff and review all the software as if it were a commercial product; we're not going to be soft just because it's cheap. We want you to know exactly what you're going to get.

If you're new to PD and don't know what all the different varieties are and how to get hold of the disks, this is the place to start...

What does it all mean?

● **Public Domain:** A generic term which at its simplest and purest level refers to non-copyrighted software which can be distributed freely. You can copy a public domain disk with no fear of breaking copyright laws. If you order disks from a library, then in theory you should only be charged for the distribution and copying costs. Freeware is virtually the same as PD except that the author retains the copyright to his program and you are not allowed to alter the program in any way.

● **Shareware:** Operates on a try-before-you-buy basis. Distributed in the same way as PD software (your mates can copy it), the difference being that if you like the program and intend to use it regularly you are required to send off a registration fee. This is usually fairly minimal, and represents good value as some shareware programs rival commercial counterparts.

● **Licenceware:** Not really PD at all, though it is usually distributed by the same libraries. Certain libraries are licensed to sell the software, and for every copy of the program sold the author receives a royalty. Licenceware cannot be copied freely among friends.

● **Bannerware:** This means a cut-down version of a program released into the public domain – usually with some feature disabled – as a teaser, in the hope that it'll impress you so much you'll want to buy the full-priced product. This differs from shareware in that you can use bannerware as much as you like without being obliged to send away a registration fee.

● **Otherware:** You may come across such terms as giftware, charityware and even chocolateware. These are pretty rare, and require you to send some sort of gift to the author or other organisation they have nominated.

Colour coding...

Being a multi-format magazine there will be some sections that will be relevant to only one type of computer. So, to make life easier we've colour-coded the magazine so that you can tell instantly if a review or article will appeal to you...

Amiga **All AMIGA-related articles are indicated in RED**

PC **All PC-related articles are indicated in GREEN**

ST **All ST-related articles are indicated in BLUE**

Where to get PD software

There are hundreds of public domain and shareware libraries around the country who will send a disk packed full of software to you for a small copying charge. Most of the programs we review are available from more than one of them. We give the name of the library that sent us the software for review, but if you see a program that takes your fancy it will probably be available from other libraries as well, so there's no harm in shopping around. And don't forget to check out the adverts in this issue as well. If you run a PD library and you want a mention, then the best way to make sure you get one is to send us in some software!

COVER DISK

It's going to be a collector's item – the last ever *Public Domain* cover disk! Yep, we pioneered the tri-format disk, showing the world that you can get some really excellent PD and shareware programs. So treasure this disk because we've gone out in style with some absolute scorchers for all three machines. It was fun while it lasted...

What those programs are at a glance

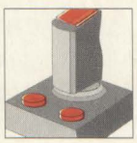
Programming & Utilities

For those of you who

dabble with DOS or love command lines

Games

You'll never have had so



much fun with a joystick. Honest, Guv!

Business & Applications

From spreadsheets to

databases all the mod cons your computer can run

Taking care of your cover disk

Follow these steps before you do anything with your cover disk:

1. Write-protect the cover disk – move the plastic slider so that you can see through the hole
2. Make a back-up copy of the cover disk – read the disk page for your machine to find out how
3. Follow *all* the instructions for your machine

Tri-format tips

The *Public Domain* cover disk is a unique tri-format disk, containing software for the Amiga, PC and ST. We try and cram as many programs on the disk as possible but the disk's custom format means that it can't be treated just like any other disk. That is why it's important that you follow the instructions printed on the cover disk pages. If any data is written to the cover disk itself, the disk will be useless.

But some of you may experience problems with the disk that have got nothing to do with the way you have used it. If so, follow these instructions:

● If your disk won't load

If you can't load any of the programs on the cover disk, or an error occurs when you try to access the disk, chances are you have an incorrectly duplicated disk. Over 70,000 *Public Domain* cover disks are duplicated each month, and of these a few might not have been duplicated properly.

If this sounds like the problem you've been experiencing, send the disk, together with an SAE to:

***Public Domain* May Disk, Disk Copy Labs, Unit A, Westmarch, London Road, Daventry, Northants NN4 4SA**

A replacement disk will be winging its way to you as soon as possible. It's very important that if you send a disk to Disk Copy Labs you include information about what type of computer you have.

● Program problems

If you have a problem with the programs on the disk, such as you can get them running but they crash or behave strangely, then we'd like to hear about it. Send us a description of your problem, giving details of the system you have and its peripherals, and what exactly the problem is. **Please don't send the disk itself to us**, we just haven't got the supplies here to replace it, but we will endeavour to help you out. Send the details to:

Cover Disk Problems, *Public Domain*, Future Publishing Ltd, 30 Monmouth Street, Bath BA1 2BW

Shareware Contributions

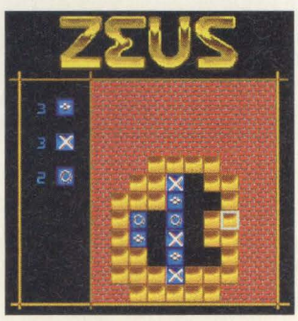
Please note that many of the programs on the public domain cover disk are shareware. You are therefore morally bound to pay the programmer a minimal shareware contribution if you decide to continue using their program. Full details on how to register your copy of the shareware utilities are included in the documentation files for each program. Do the decent thing.

AMIGA

Zeus (Public Domain) Games

One of the most puzzling and addictive games to hit the Amiga PD scene has been *Zeus*, a puzzler based on the arcade game *Puzznic*.

In theory the aim of the game is simple: match the identical pieces on the board to make them disappear, and when they've all gone you can move on to the next level. Things aren't that easy, though, as there are some pretty devious puzzles to make matters more difficult.



Be careful when you move the pieces – a false move could ruin everything!

You control the game using the mouse, but be warned – the cursor is very sensitive. But once you get used to it, the game is easy enough to play. You just click on the piece you want to move, holding the mouse button down while you place the piece where you want it.

As soon as two matching pieces touch each other they disappear from the board. Sometimes you have to match three pieces at once, and when this happens you have to be careful that you don't leave one behind. And you can't go matching pieces willy-nilly – a bit of foresight and strategy is necessary to clear a level, otherwise you might end up with pieces stuck in positions where you can't get rid of them.

Once you've completed a level you're given a password so that you can start on that level next time you play the game – you don't have to go through all the levels again unless you really want to. If you do get stuck, a press of the ESC key will start the current level again.

Be warned: once you start playing *Zeus* it's very hard to stop.

Before you do anything else – read this!

Before you attempt to use any of the Amiga programs on the *Public Domain* cover disk, we strongly advise that you make a back-up copy. If you try to run the programs from the tri-format disk there is always the chance that it will be irreparably damaged, and you will have lost the programs permanently. Here's what to do:

1 Format a blank disk on to which you can transfer the programs. To do this, re-boot your machine (by pressing the Ctrl and the two Amiga keys situated at each side of the space bar) and put your copy of the Workbench disk in the disk drive. When the Workbench screen comes up, take out your Workbench disk and insert the disk you want to format. Highlight that disk's icon by clicking on it, then hold down the right mouse button and move the cursor to the top of the screen. Select Initialise from the Disk menu and follow its instructions. Pretty soon have you'll have a blank disk.

2 Re-boot again and insert your cover disk in your disk drive.

3 The disk's icon, labelled Tri-Format Disk, will appear. Click on it with the mouse to display the programs on the disk. You should only run one program from the original cover disk: the program called *Backup*. Click on the *Backup* icon to run the program, and follow its instructions.

4 When you have made your back-up copy, put your original cover disk in a safe place. All of the programs can be run from the copied disk by double-clicking on the appropriate program's icon to open up its window, then on the file itself.

If you experience problems *after* having followed these steps, then turn to page six.

IntuiTracker (Shareware) Utilities

Being able to play *Soundtracker* modules without the hassle of loading a full *Noisetracker* program up is pretty handy, but how about being able to play one *while* you use other programs?

That's what *IntuiTracker* does – it plays *Soundtracker* modules in the background while letting you load and use other multitasking programs (provided, of course, they don't access the sound chip).

The program's easy to use as well. There are just a few steps to go through before you have music blasting through your monitor:

1 Get a disk with some *Soundtracker* modules on it (most PD libraries have large collections of module disks)

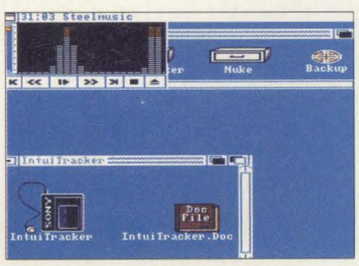
2 Select Choose Disk from the Tracks menu, and enter the name of the disk and directory of where the module is located

3 After the module has loaded, go to the Tracks menu again and select the track to play

4 If no tracks show up in this menu, go to the Prefs menu and select MOD.files ONLY (so there isn't a tick by it). Because *IntuiTracker* assumes all module file names begin with MOD, following this step will make the program treat all files as modules

Once the program's loaded and playing away you can access other options such as: Equaliser, which brings up equaliser bars; Volume Control, which gives you a slider control to adjust the volume of the module; and Control Panel, which gives you standard CD player controls like fast forward, pause and stop. (All of these are in the Prefs menu.)

To find out more about the program, read the documentation by clicking on the IntuiTracker.doc icon. Because of space constraints we were unable to include a sound module to use with *IntuiTracker* but they can be obtained from most Amiga PD libraries.



When set up, *IntuiTracker* can display equaliser bars while it plays tracker modules

Shareware registration for IntuiTracker *is US$10 which should be sent to: Jan-Ivar Bruarøy, Tiurstien 31a, 3190 Horten, Norway. This will entitle you to updates of the program.*

Nuke (Shareware) Utilities

The *Nuke* virus utility has been around for a while now in various incarnations, and this is the latest version. It has been improved in several different and, yes, all you lucky 500 Plus owners, it is fully compatible with your machine.

Originally the program was designed to destroy and fix disks infected with the Saddam virus but it has been enhanced to cover other link and bootblock viruses.

Nuke's main screen presents you with a number of options, all designed to kill viruses

Other features include:

- An option to be memory resident so that as soon as you put a disk in your drive it will automatically check it
- The ability to recognise 100 non-standard bootblocks, and to 'learn' non-standard (non-virus) bootblocks for future reference
- A hard disk virus scanning and repair function

Also included is a copy of *NukeCLI* which is accessed from the Command Line Interface (CLI). This checks and stops attempts by the Saddam or ROLE viruses to enter memory.

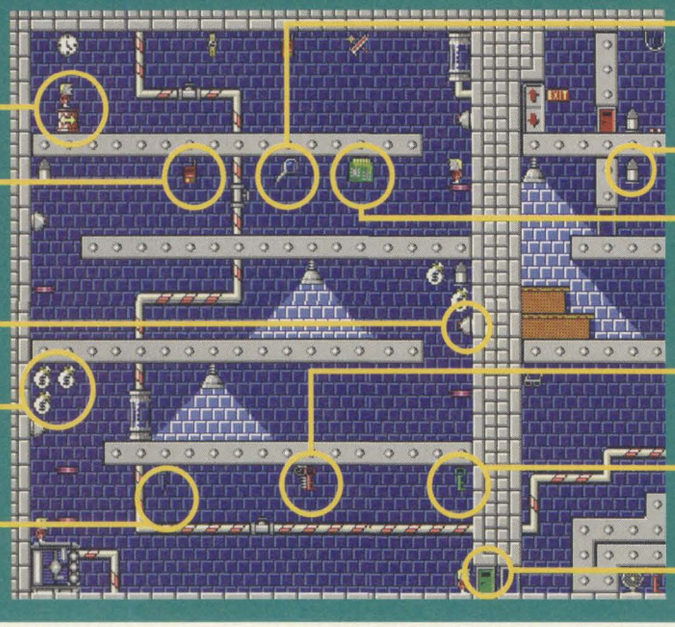
For more information on these programs, click on their document icons to read the documentation.

To register your copy of Nuke, *send £5 to: Shagratt, 2 South Parade, Gainsborough, Lincs DN21 1UQ.*

PC

Secret Agent (Shareware) Games

Your mission on this level, should you decide to accept it...


You're standing on the barrel that you have to push down to the bottom of the screen
Walkie talkies give you points rather than serving any purpose
On each of the platforms there is a gun like this that shoots bullets at you
Money bags like these give you extra points – get them if you're after a high score
You need to collect this blue key to get through the blue door (on the next screen)
Every secret agent needs a trusty magnifying glass...
This bullet, when collected, gives you several extra shots
Computer cards are scattered around the levels for extra points
The red key. You have to climb on the barrel and jump to get it
And the green key which is needed before you can go through...
...the green door, giving you access to a whole new screen

- The hero: 006 1/2, the top agent of the Bureau Against Deviants (BAD), a secret organisation committed to protecting the world from terrorists.
- The scenario: two weeks ago the blueprints to the Red Rock Rover – a top secret, incredibly powerful ruby-powered laser satellite – were stolen from a government laboratory. BAD's intelligence organisation has information which indicates that the Diabolical Villain Society (DVS) is responsible for the theft and is going to use the blueprints to build the ultimate terrorist threat.
- The objective: BAD has chosen you to break into the Diabolical Villains Society's headquarters, located on a series of isolated islands, to reclaim the blueprints.

Apogee Software has come up trumps yet again with the excellent *Secret Agent*. The company developed a multi-level masterpiece that not only pushes back the boundaries of PC shareware gaming even further but also puts many commercial PC games to shame.

Secret Agent is in a similar mould to many of Apogee's other releases, featuring smooth animation, high-speed screen effects, platform action and a large variety of enemies and traps. Even the sound effects are the best you'll hear this side of a soundcard. All this takes place on a full-screen display, with scrolling graphics and quality sound effects.

Before you do anything else – read this!

***Secret Agent* has been archived to fit on the *Public Domain* cover disk. As a result, apart from making a back-up of the disk you'll have to do a couple of extra things before you can get everything on the disk up and running. If you follow these simple instructions you should be away in no time. But you must follow them exactly, because if you try to run the programs from the tri-format disk there is always the chance that it will be irreparably damaged, and you will have lost the programs permanently. Here's what to do:**

1. **Format a blank disk using the MS-DOS Format command**
2. **Next, write protect your disk – move the tab on the back so that you can see through the hole**
3. **Use the XCOPY command to make the back-up. With your system disk in drive A: enter the following command:**
   `XCOPY A:\PC\*.* B: /S`
   When prompted, insert your cover disk in drive A: and your freshly-formatted disk in drive B:. If you're using a single drive, XCOPY will treat your single drive as both A: and B: so just follow the on-screen prompts and you won't go far wrong
4. **If you want to back-up this disk to your hard drive, enter:**
   `XCOPY A:\PC\*.* C: /S`
5. **With the back-up of the cover disk in drive A: if you get a directory of it you should see just two files: INSTALL.BAT and the archived file. To dearchive the file, enter INSTALL and then the letter of the device you want to copy the files to. So, for example, to dearchive the files to drive C: enter:**
   `INSTALL C:`
   The files will then be automatically dearchived on to that device and then you're ready to go.

If you experience any problems *after* having followed these steps, then turn to page six.

Playing the game

In *Secret Agent* you have infinite lives, but each time you play you have three sets of life energies. So, once your energy drains away for the third time you have to restart on the same level on which you were killed, but you don't have to start the game all over again.

The main map screen – each castle is a separate level which has to be completed

As you progress through the game you come across a wide range of enemies, both human and non-human. Your human opponents range from basically harmless Guards who are only equipped with knives, to Thugs who are the most dangerous and fire their guns at will. There is also a wide range of robots after you, which differ in their movements and weaponry, but all have the same thing on their mechanical minds: blasting you into oblivion.

Options

The game can be controlled either from the keyboard or with a joystick. The keyboard controls are: cursor keys to move, CTRL to jump, ALT to fire. Pressing ESC gives you the option of returning to the main title screen or exiting to DOS.

Registration

The version of *Secret Agent* on the cover disk is the first mission in the *Secret Agent* series. The other games – *The Hunt for Red Rock Rover*, *Kill Again Island* and *Dr No Body* – are available from Precision Software Applications, 3 Valley Court Offices, Lower Road, Croydon, Herts SG8 0HF ☎ 0223 208288.

If you buy all three missions at once you also receive a special hints and tricks sheet, a secret cheat password and a bonus game.

● *Don't miss our interview with Apogee president Scott Miller on page 49, where he reveals some exciting details about future releases.*

Running Secret Agent

Once you've dearchived the disk (see opposite) *Secret Agent* is contained in the PC.6 directory of the disk, and then in its own directory: AGENT.

To access the program, change to the PC.6 directory by typing:

`CD PC.6`

And then to access *Secret Agent*, type:

`CD AGENT`

Once in the sub-directory, you then have to type in the name of the program to run it. So, once you're in the AGENT directory, type:

`SAM1.EXE`

to run *Secret Agent*. Good luck on your mission.

ST

Robotz

(Public Domain) Games

Deep space exploration ship Darwin 6 has been invaded by hostile alien robots. They've killed all your co-workers, so, as the last surviving crew member, it's up to you to save the ship.

Each of the robots is armed with a laser gun and gets its energy from a red positronic generator. Until you destroy the generator your shots will only stun the robots, and you're going to have to hit it ten times before it finally blows apart.

There are multitudinous hazards to avoid in this game: electrified walls, deadly bullets and the robots that fire them to name but a few. Yes, the action in *Robotz* can get quite frantic.

The idea of the game is to get through all the screens. This isn't easy, though, as there are always at least two robots patrolling each level. As you progress through the game the walls get closer together, more robots appear and you have to destroy multiple generators to complete a level.

To add to the pressure, the faster you complete each level the greater your time bonus, so if you want to get a high score you have to do everything as quickly as possible. You're going to have to be deft with that joystick (there is no option for keyboard control). The robots take it in turns to move, only travelling a short distance and then waiting a few seconds before they do so again. They are also pretty stupid and always move straight for you, but this adds an element of strategy to the game. You can press Q at any time to return to the title screen – not that you'll want to quit!

Avoid the walls, the robotz *and* their bullets! Some deft manoeuvres are needed in this level of *Robotz*

Running the programs

All of the files for the ST are contained in the ST folder on the cover disk. Each of the ST programs are contained within their own folder.

To access these programs, click on the ST folder on the GEM desktop. A window will open. Click on the folder of the program you want to load. To load each of the programs, click on:

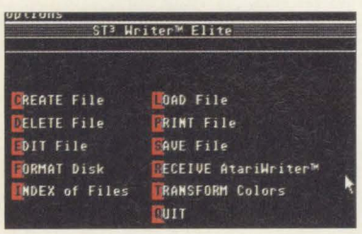
- *Robotz* ROBOTZ.TOS
- *ST Writer Elite* STWRITER.PRG
- *Backtrack* Refer to notes above for instructions

ST Writer Elite

(Public Domain) Applications

One of the most productive ways to use your computer is as a word processor. Whether you want to write an essay or send a letter to someone, a word processor can add that professional touch. And even if you don't have a printer to produce hard copy of your creations, you can still create text files to put on your disks, such as documentation for a program.

So, convinced you need a word processor? Good, because you've got an excellent one in *ST Writer Elite*, the perfect piece of software for everything from simple text files to multiple-paged theses. *ST Writer Elite* is one of the gems of the public domain – a fully-fledged program that is practically as good as anything for which you'd pay commercial prices. Here are just some of the options that greet you when you load the program:



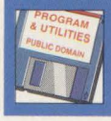
All of *ST Writer Elite*'s main options are available from the ever-present menu screen

C	**Create File**	Start working on a new document
D	**Delete File**	Delete a file from a disk
E	**Edit File**	Edit an existing file
F	**Format Disk**	Format a blank disk
I	**Index of Files**	List the number of files on a disk
L	**Load File**	Load a text document
S	**Save File**	Save a document.
P	**Print File**	Print document
R	**Receive AtariWriter**	Imports *AtariWriter* formatted files (used on the 8-bit Ataris) from either a null-modem cable or from a disk
T	**Transform Colour**	Change *ST Writer's* colour scheme
Q	**Quit**	Exit program

When you're editing a document you can return to this menu screen at any time by pressing the ESC key.

ST Writer Elite also lets you set up other aspects of the program such as the positioning of the margins, whether you insert or type over text – basically it's got all the standard editing and printing options.

For more specific information, read the document file, README.DOC. This is best read in medium resolution. To change to this mode go to the Options menu and highlight Select Preferences. From there you can change to Medium resolution. Then, it's just a matter of clicking on the README.DOC file and selecting SHOW.

Backtrack


(Public Domain) Utilities

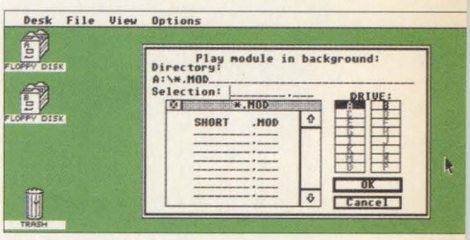
● **STE only**

Desk accessories are a handy part of computing on the ST. Whenever you're in a Gem-compatible program you can just pull down the Desktop menu, choose the DA you want and seconds later it is ready to be used.

Backtrack is a DA for the STE which enables you to load and play a four-channel *Soundtracker*-type module on the desktop screen, freeing the computer for you to use it for other things. It has been written specifically for the STE, to take advantage of the computer's ability to play four channels of stereo sound.

To use the program it must be in the main – or root – directory of the disk. Boot up the disk with *Backtrack* on it and just go up to the Desktop menu and click on *Backtrack*. This brings up a standard file requester menu enabling you to select a module to play. There is an example module, SHORT.MOD, included on the disk for you to play using the program.

Once you've selected a module it will play continuously until you load another module or reset the computer.



Once put in your root directory, *Backtrack* can be called up to play STE music modules

Before you do anything else – read this!

Before you attempt to use any of the ST programs on the *Public Domain* cover disk, we strongly advise that you make a back-up copy. If you try to run the programs from the tri-format disk there is always the chance that it will be irreparably damaged, and you will have lost the programs permanently. Here's what to do:

1. **Format a blank disk**
2. **Write protect the original *Public Domain* cover disk and insert it into the internal drive. Double click on the drive A icon and select the ST drawer icon and drag it across onto the drive B icon. If you have twin drives, then insert your blank disk into drive B and proceed**
3. **If you only have a single drive, follow the on-screen dialogue boxes until the disk is successfully backed up. This will take a fair bit of disk swapping, but be patient**

If you experience any problems *after* having followed these steps, then turn to page six.

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* *This major innovation means that the sampler can be left connected at all times even when not in use. Your existing printer lead is connected to the sampler via our low cost Automatic Printer Adaptor, then whenever you want to print just switch the printer on-line. Switch it off-line to use the sampler – what could be simpler.* ..... £14.99 extra

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AMIGA FOR BEGINNERS by Abacus Price £12.45

This book is essential reading for all Amiga owners – it covers all the topics of most help & interest to beginners in a very readable & easy to understand way. Brand new edition just updated.
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AMIGA Hardware Reference Guide	£21.95
AMIGA Rom Kernal Includes & Autodocs	£28.95
AMIGA Rom Kernal Intuition Libraries & Devices	£29.95

PUBLIC DOMAIN NEWS

Digital Dimension SHAREWARE

A NEW DIMENSION

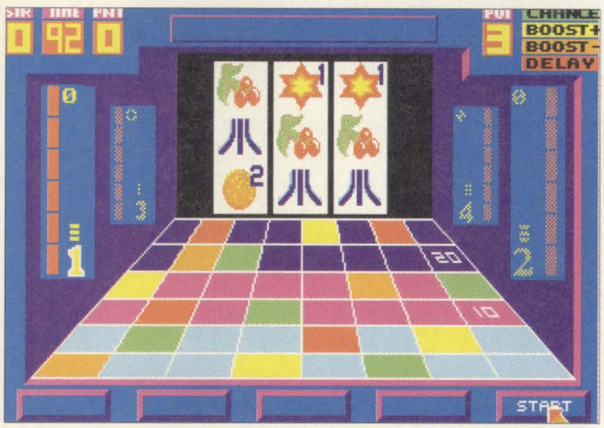
Digital Dimension, a new company formed to develop shareware games, initially for the ST, has announced the release of two new products in the coming months.

Splash is an arcade platform game, while *Football Simulator* is a *Football Manager*-type game based on a play-by-mail football game.

The company was formed a year ago, and released its first two shareware games in the last couple of months, *Jiggers* and *Fruit Pursuit* (reviewed this issue on page 37).

Digital Dimension hopes that the registration fees accrued from these games will go to fund further releases, and it is not narrowing its outlook to the ST. The company also has plans to release products for the Amiga and PC,

"If things go well we'll expand," says spokesman Mark Pearson. "Jeff Minter (of Llamasoft) has already proven that the shareware concept works and that users are willing to register if the incentives are great enough. We plan to take this one stage further by giving users another exclusive game plus a regular newsletter", he told *Public Domain*.



***Fruit Pursuit* – one of the first ST games from shareware games developer Digital Dimension which will use the proceeds to fund future releases**

● **For further information, Digital Dimension can be contacted at 160 Great Meadow Road, Bradley Stoke South, Bristol BS12 8DA.**

News hunting

If you've come across any news or information that you think could interest the readers of *Public Domain* why not tell us about it?

We're interested in any news on programs, events and other happenings in the world of PD and shareware.

Send all information to:

News, *Public Domain*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

You can also contact us on a number of bulletin boards. For a quick reply try leaving a message to 'Public Domain' on these BBSs:

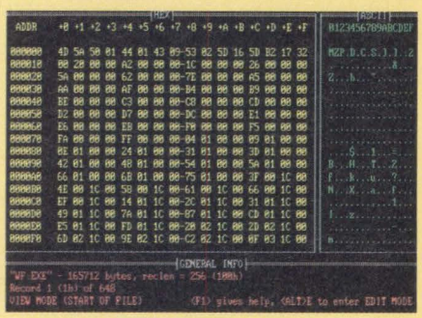
- **Bath BBS: 0225 840060**
- **01 For Amiga: 071-377 1358**
- **Shareware Support BBS: 0494 431861**

Fred's new address

Steve Godwin, the author of *Fred* which was featured on *Public Domain* issue four's cover disk, has moved to a new address.

To obtain the latest copy of *Fred*, a rather nifty disk sector editor, and to register your cover disk version, you now need to write to:

Steve Godwin, Grade 5 Ltd, 20 Princes Street, Sutton, Surrey SM1 3QT.



Registrations for the PC disk editor *Fred* have now got to be sent to the author's new address

Virus killer update

In issue two of *Public Domain* we featured a review a virus checker for the ST called *Professional Virus Killer*.

The full title of the disk was *Doctorin' the House – The Professional Virus Killer* and it is a very basic program by An Cool of TCB, written in 1988.

We would like to make it clear that this program bears no resemblance whatsoever to the similarly-named *Professional Virus Killer* which is, in fact, a commercial program sold by Floppyshop.

For more information on this product, contact **Floppyshop at: PO Box 273, Aberdeen AB9 8SJ ☎ 0224 312756.**

What's up DOC?

To give PD a more professional image, ProBUS (the Professional and Business Users Service) has started what it claims is a unique service – supplying quality printed documentation for its ST public domain and shareware software.

The company supplies the documentation its programs on paper designed to fit inside a ring-bound folder which is supplied to subscribers to the library.

Once you pay the subscription fee (£12 in the UK, £18 for Europe, and £25 for other countries) you not only receive the folder, but whenever you purchase a disk from the library you get the printed documentation which, with some programs, can consist of as much as 80 pages.

"When you have a fairly sophisticated program I don't think £12 is a lot considering the amount of documentation that comes with some software", says Salvatore Marigliano, director of the company.

Non-subscribers still get the standard on-disk documentation as supplied with most PD programs.

For more information, get in touch with ProBUS at: **Birchy Hill, Sway, Lymington, Hampshire SO41 6BJ ☎ 0590 683390.**

Think ink

Fed up with buying new ribbons for your printer every other week? Is printing out all those mammoth documentation files soaking up the ink at an alarming rate? What you need is a ribbon re-inker.

Quill Marketing has imported The MaxiPrint kit, a ribbon re-inker package which, the company claims, can save up to 95 per cent of fabric ribbon costs by enabling a single ribbon to be re-inked up to 50 times.

The package comes in a kit form that has to be assembled by the user, and can be adapted for use with most types of printer ribbon cartridges. It costs £39.30 and comes complete with two ink cartridges for re-inking.

For more information on the unit, contact **Quill Marketing at: 11 Hemmings Close, Norwich NR5 9EH ☎ 0603 746970**

cont. on p12

cont. from p11

Amiganuts down under

Top UK Amiga PD library Amiganuts has opened an Australian sub-division.

All of the library's PD and licenced products are now available from the affiliate. So any antipodean readers wanting more information should contact **Amiganuts United Australia at 199 Taylor Street, Toowoomba, Queensland, Australia 4350 ☎ 010 61 71346948.**

Emulator translated

If you've been struggling with the German documentation that comes with the *ZX Spectrum Emulator* for the ST, struggle no more. Riverdene PDL has translated all the program's text files into English.

The new English version of the popular 1Mb emulator, which was reviewed in issue four of *Public Domain*, is now available direct from the company. If you

The title screen of the *ZX Spectrum Emulator* is still in German, but its documentation has been translated

already have the program, you can obtain the English documentation by sending a blank disk and an SAE to: **Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0734 452416.**

Make it a date

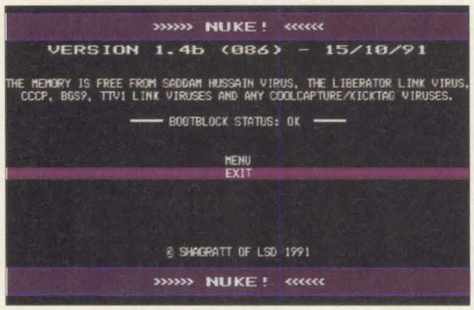
All Formats Computer Fairs are happening at:

- **April 12** — **Northumbria Centre, Washington, A194(M)**
- **April 26** — **National Motorcycle Museum, Birmingham, just off junction 6 of the M42**
- **May 16** — **Horticultural Hall, Greycoat Street, Westminster, London**
- **May 17** — **Brunel Centre, Temple Meads, Bristol**

For more information ☎ 0225 868100

- **May 14-17** — **Amiga Shopper Show, Wembley Exhibition Centre, London ☎ 051-356 5085 for more information**
- **May 28-31** — **The Spring Computer Shopper Show, Olympia, Hammersmith Road, Kensington, London**

NUKE UPDATE


>>>>> NUKE! <<<<<<
VERSION 1.4b (086) - 15/10/91
THE MEMORY IS FREE FROM SADDAM HUSSAIN VIRUS, THE LIBERATOR LINK VIRUS, CCCP, BGS9, TTV1 LINK VIRUSES AND ANY COOLCAPTURE/KICKTAG VIRUSES.
BOOTBLOCK STATUS: OK
MENU
EXIT
© SHAGRATT OF LSD 1991
>>>>>> NUKE! <<<<<<

Claims made about the non-performance of version 1.4b of the *Nuke* virus checker have been refuted by its author

David de Pauw, the author of the virus killer *Nuke*, has denied claims that the utility has bugs that affect its virus-checking abilities.

The Public Domain Standards for Distribution, through its involvement with the UK Virus Research Centre, alleged that it had discovered two bugs in version 1.4b of the *Nuke* virus killer.

De Pauw claims that he has retested the utility fully and has come to the conclusion that, to the best of his knowledge, *Nuke* does not, as reported, identify standard Amiga DOS disks as being infected with the *Saddam* virus.

He also reaffirms that *Nuke* does prevent all viruses, including *Saddam*, from entering the computer's memory while checking disks, countering another claim made by the PSD.

● The latest 500 Plus version of *Nuke* is on this month's cover disk – see page six for details.

Shareware can be a real education

Over the last month Birmingham International Shareware has been supplying primary and nursery schools in the Birmingham area with free educational shareware software.

"We're trying to promote the concept of shareware in Birmingham", says Marketing Director Kulvinder Singh Mahal, who is thinking about extending the scheme further afield. 'We want to give shareware an upmarket appeal to try and drive it into a whole new area. It stops people making expensive mistakes when buying software, not only individuals but companies as well'.

To find out more about the scheme, contact **BIS on ☎ 021-558 3352.**

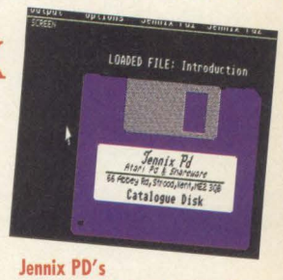
RIP Jennix

In a surprise move, Jennix PD, the respected ST PD library, has shut down.

"If the library had to continue it would have had to get bigger", said proprietor Nicholas Klee, "and it would have taken up too much time."

The closure has also meant the termination of the ST Public Domain Confederation, Which Klee set up with Stewart Woodhead of Prophecy PD.

Klee promises that all outstanding orders will be honoured. The company's entire collection of ST software has been taken over by Merlin PD which can be contacted at: **11 Grange Close, Minchinhampton, Stroud, Glos GL3 9DF ☎ 0453 882793.**



Jennix PD's catalogue disk is no longer of use – the company has recently closed

Product launches set for Shopper Show

Commodore will be officially launching its much-anticipated new Amiga 600 computer and the A570 CD-ROM drive at May's *Amiga Shopper* Show.

The show, sponsored by *Public Domain*'s sister magazine *Amiga Shopper*, will be held between Friday 15th and Sunday 17th May. It will be the first chance for most people to see these major new products. There will also be many leading Amiga companies from both sides of the Atlantic exhibiting at the show, as well as a number of well-known public domain libraries.

Admission to the show costs just £6 for adults and £4 for children, but they are available at a £1.05 discount for each ticket if you buy them beforehand from the credit card hotline number on ☎ 051-356 5085.

Public Domain readers can get in at a reduced rate. Just cut out coupon on this page and present it at the door on any of the four days of the show for a 50p reduction on the entry fee.

● The May issue of *Amiga Shopper* (in the shops now) is the first Amiga magazine to come with a cover-mounted 'peripheral'. Tracey is an add-on for the mouse that enables you to trace and input graphical information accurately.

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This coupon entitles the bearer to 50p off entry on the day to the Amiga Shopper Show. No photocopies acceptable.

SI64 The Mystical Tarot Cards (1)
SI65 Weather Forecaster (1)
SI66 Brothers Keepers v4.5 (3) Entertaining!
SI67 Dograce v1.0 Betting on Dog Races (1)
SI68 Club Membership UK Version (1)
SI69 PC Contracts Manager. Good! (2)
SI70 Gardeners Assistant v1.0 (1)
SI71 Incontext v1.0 (2) Organise your work. Very good
SI72 Indexing Library (1)
SI73 Simple Cataloguing System (1)
SI74 Home Insurance Calc. (1)
SI75 Constructive Cost Model for Proj. Planning (1)
SI76 Creative Cuisine. Brilliant for Christmas! (1)
SI77 Meal Master v6.07 (200 recipies) (1)
SI78 Freeware KJV Bible Text & Search PGM (6)
SI79 Address Book (Powerful) (1)
SI80 Telephone Call. Logging (UK V. Good) (1)
SI81 Grocery Shopping Assistant (1)
SI82 Fund Tracker for Fund Raising (1)
SI83 PC Bartender - Drinks Recipes (Brill) (1)
SI84 52 Item Test for Depression (1)
SI85 Overweight You Need this PGM (1)
SI86 Personalities PGM (1)
SI87 Palmistry For All (2)
SI88 Geomancy (Black Magic Future) (1)
SI89 Ednas Cookbook (1)
SI90 Bible Games (1)
SI91 Skyglobe (1)
SI92 PC Track (1)

Desk Top Tools

DT01 Early Bird v1.0e (1)
DT02 Personal Calendar v2.1 (1)
DT03 PC Desksteam v2.01 (1)
DT04 The Ultimate Diary (1)
DT05 Alt v1.16s (1)
DT06 First Publisher (1)
DT07 Demo of Atech's Publishers Powerpak (1)
DT08 Flowdraw v2.04 (Flowchart drawing PGM) (1)
DT09 Jet Setter DTP (2)
DT10 Fonts Package (25 PGMS) on (3) Very good deal!
DT11 First Publisher Clip Art (6)
DT12 Printshop/Master Clip Art Set (4)

Music

MS25 Sequencer Plus (2)
MS26 Music Maestro (1)
MS27 Melody Master v1.6 (1)
MS28 Musicians Toolbox (1)
MS30 Soundblaster v4.0 (1)
MS31 Drum Master v1.0 Connect your PC into drum machine (1)
MS32 Juke Box v1.5 (1)
MS33 Trakblaster v2.0 (1)

Science & Engineering

SE03 Diff (1)
SE04 Aciran (1)
SE05 RMS Survey Utilities (1)
SE06 PC Model (1)
SE09 Geocalc Coordinate Geometry v1.21 (1)
SE10 Computer Aided Mathematics PGM v1.02 (1)
SE11 Derive v1.59 (1)
SE12 Electronics Calculations PGM (1)
SE13 Collection of Formulas (1)
SE14 Graph (Brilliant) (1)
SE15 Scientific Calculator (1)
SE16 Maths Package II v3.0 (1)
SE17 Multi Statistics Package (2)
SE18 PC Sstat v2.2 (1)
SE19 Science & Engineering Package (60 PGMS) (8)
SE20 Vichem. Very good chemistry PGM (1)
SE21 Waste Water Treatment Pgms (1)
SE22 Oxy Acetylene Welding Tutor (1)
SE23 Arcus Professional Stats Pgm (4)
SE24 The Expert System of Steel for Engineering (1)
SE25 Electronic Circuit CAD Pgm (3)
SE26 Easycase Engineering Designer (1)
SE27 Engineering Pack 1.3 (3)
SE28 PC Trace (1) Circuit Designer
SE29 Ac Analyses (1)
SE30 Structural Analyses (1)
SE31 Metal Calculations
SE32 Survey 1.2 (2)

Games

NEW DAS1–contact the spirits.
NEW Ultra Quiz–only for the trivia experts. Very professional.
NEW Stamp collector–for the hobbyist. Very good new release. Very flexible (UK).
NEW Winemaker–Many recipes, shareware at its best (UK author).
NEW Recipe Master–lots of recipes and very useful to the house ladies (UK).
NEW Olive Accounts (2)–UK version, very powerful accounting all features, handle over 2 million customers and supliers, fully integrated.
GM02 Arcade Games (4)
GM03 Black Jack v2.20d (1)
GM04 Ford Simulator II (1)
GM05 PC Chess (1)
GM06 PC Monopoly UK Version (1)
GM07 Dracula in London (1)
GM08 Captain Comic v3.00 (1)
GM09 Jacaranda Jim Adventure v2.23 (1)
GM10 Pharoh's Tomb (1)
GM11 The Soccer Game (1)
GM12 PC Golf (1)
GM14 Block Out (1)
GM15 Joystick Games (1)
GM16 Shooting Gallery (1)
GM17 Scramble v1.00 (1)
GM18 VGA Concentration (1)
GM19 Power Chess v4.46 (1)
GM20 Goal v1.0 (1)
GM21 Kung Fu Louis (3)
GM22 Business Strategist (1)
GM30 688 Sub Attack (1)
GM31 Castle Adventure (1)
GM32 Dark Ages Adventure (EGA) v1.0 (1)
GM33 Political Scandal (2) Very good
GM34 PC Hack v3.6 (1)
GM35 Hugo II Whodunnit? (2) Amusing Adv. game
GM36 Larn v12.2 Dungeon Adv. game (1)
GM37 Moraff's World VGA Brill (1)
GM38 Net Hack v3.0j (2) Awesome!
GM39 20 Board Games (Christmas Pack) (5)
GM40 Bass Tour Fishing Game v4.0
GM41 Computer Football v2.3 EGA req (1)
GM42 Centre Fielder Football Game (1)
GM43 Storybook for Kids (1)
GM44 Dr Ruths Computer Game of Good Sex! (1)
GM45 Football Manager v1.0 (1)
GM46 PC Tennis (1)
GM47 Questmaster v2.1 (make your own adventures!)
GM48 11 Shareware Games (3)
GM49 "Name That Tune" (1) Good
GM50 Dice & Card Games Package (10 games) (4)
GM51 Duke Nukem
GM52 Test Your IQ (Funny)
GM53 Commander Keen
GM54 On Line Gladitorial (Very Good)
GM55 Space Conquest Brill!
GM56 Blockbuster Game
GM57 EGA BAseball
GM58 Casino Games
GM59 PC Pontoon v3.2
GM60 Set Card Games (3)
GM61 High Rollers Dice Game Fun For Kids
GM62 30,000 Word Dictionary & Anagram Finder
GM63 Connect 4
GM64 Jigsaw Puzzle Game
GM65 Beyond The Titanic (2)
GM66 Dungeons of Doom v1.12 (1)
GM67 Island of Danger (1)
GM68 Humbug Text Adventure (V.Good) (1)
GM69 Multi User Adve Game (2)
GM70 War Strategy Game (1)
GM71 Net Back (1)
GM72 Dungeons of Maria (1)
GM73 Artillery Shooting Collection (2)
GM74 Breakout PC V.Good (1)
GM75 Air Traffic Control (1)
GM76 Dangerous Dave (Brill) (1)
GM77 Battle Ground (2)
GM78 Super Mario (Brill) (1)
GM79 Arcade Pinball Collection (2)
GM80 Nightshift Arcade (Brill) (2)
GM81 Boulder Dash (1)
GM82 Frogger (1)
GM83 Robomase II (1)

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Public Speaking

Public domain and shareware is the best way to get quality software at reasonable prices, but is there anything about it that makes you blow a gasket? Are shareware registrations too expensive? Do programmers get the credit they deserve? Will *Public Domain* be better off without its multi-format disk? These topics are all covered in this month's batch of mail. If there's a point you want to make, send your letters to me, Adam Waring, at:

Public Speaking, *Public Domain*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW

You might even win a tenner for your troubles!

Foreign exchange

The method I recommend for sending small amounts of money abroad is to walk into a Bureau de Change, buy a 20 dollar bill, put it in an envelope and post it.

You run the risk of it getting lost in the post, the banks don't like it because they don't get their fee, the post office doesn't like it because it encourages mail thieves and the government doesn't like because it doesn't get counted in the balance of trade figures.

But for many countries it is actually legal. If you want to check the legality for a particular country, you can buy a copy of *The Post Office Guide* from any post office for £1. Look up the Prohibitions entries in the International Postal Section. For example, you are not allowed to send banknotes to Austria, Canada, France or Italy. You may legally post currency to the USA, Belgium, Finland, The Netherlands, New Zealand, Norway and South Africa.

I've asked around in the bank where I work (I write computer programs that whizz large amounts of money all over the world) and we can't think of any better way of sending occasional small-value payments overseas.

Mike Williams
London

A simple solution, but such a neat way of getting around the problem! Sending cash through the post is not normally recommended. However, when the amounts are relatively small, and the cost of using an International Money Order is prohibitive, then it may be the most economical way to register your shareware. **Adam**

What's in a name?

As an Amiga and PC owner I find your reviews valuable. They are well-organised by the type of program, and I find the information on each program's distributor very useful.

However, I can find the PD programmer's name in only a few of your reviews and even when it does appear, it's not with the prominence I think it deserves. The programmer's name is something that should be associated with every mention of a program. This would encourage PD programmers to continue writing, as they get some publicity for their hard work – as a PC programmer myself, I know I'd appreciate it!

António Vila-Chã
Viana Do Castelo,
Portugal

PD writers provide us with a great service and it's all credit to them for providing us with programs.

But our main concern is our readers. We need to provide them with advice as to what programs are worth getting and where they can get them from. Our reviews have to concentrate on talking about the actual programs, rather than the person who wrote them. The programmer has to come second, I'm afraid.

Once someone gets hold of the disk, though, the programmer can plug their name in the program as prominently as they care to – after all, they wrote it!

When a programmer has written a lot of high-quality programs, they build up a good reputation for themselves. Then they may well get a name check anyway – as an indication to how good their latest program is! The answer is to keep writing, make sure your programs are as polished and usable as possible, and the fame will follow automatically! **Adam**

Profit sharing

As a PC owner I have come to realize, through your magazine, that there is much more shareware being produced than public domain for IBM compatibles.

I agree with the shareware principle; try the program out and, if pleased, pay the nominal sum for it. The nominal sum is exactly the problem. Shareware is very rarely of the same quality as its commercial counterparts but unfortunately the prices are, all too frequently, very similar.

For example, on your issue four cover disk the game *Arctic Adventure* can be registered for £25 – about the same as a full-priced game. Although it provides some fun and, no doubt, took some effort to create, it cannot compare with its commercial counterparts at the same price.

I accept that some software is extremely good value, such as *Easy Edit II* for £35 (if it is as professional as is claimed). And I realize that the registration fee has to account for all those users who do not register; just as commercial software prices account for pirated software. Nevertheless, I think it is unfair to raise the prices to such a degree that a far superior commercial package could be bought for just a little more.

Shareware software is not, as I understand it, supposed to be a cheap alternative to commercial software, but I, for one, would register my shareware far more readily for a reasonable price.

Ben Dodds
Tunbridge Wells

Much shareware can be registered for just a few pounds, making it a real bargain. However some shareware does seem to rival commercial programs in terms of cost.

There are a few things you should take into account, though. Does the registered version of the program include extra incentives or is it just ease-your-conscience money? Printed manuals and other such 'giveaways' can be expensive to produce. A complex program will also take many months of development, and time costs money. A shareware author may rely on these contributions as their sole source of income and so has to ensure that they charge enough to make a decent living.

Don't assume that shareware is necessarily of a lower standard than full-priced software. It's just an alternative means of marketing the products. Some programs are every bit as good as anything you'd find available commercially.

Your comparison with the full-priced market is interesting; it's an old argument that games are too expensive and so people pirate them, and because people pirate them fewer copies are sold and so they remain expensive. I wonder if the same is true with shareware? Would people who don't register be encouraged to do so if it was cheaper? I don't think that cheaper full-priced games would stamp out piracy and I'm not convinced that cheaper regestrations necessarily mean that everyone would cough up the cash to pay the fee!

In the end, it's up to you; if you value the program and use it regularly then it has to be worth the money. If you don't, then you can just as well erase the disk or pass it on to someone who may be interested in using it.

At least you've had the opportunity to make up your mind for yourself before parting with your hard-earned cash, rather than being stuck with an expensive piece of software that's not quite what you had in mind. Shareware enables you to try out software until you find something that suits you. If the first program you try isn't what you want then throw it away and carry on looking for one you do like. **Adam**

Lame excuse

Perusing the letters page of your March issue I came across the letter from John O'Rourke, a self-confessed 15-year old 'programmer'. This 'expert coder' was trying to defend the habit of putting coarse and foul language in the scroll-texts of demo disks. His attitude of slagging off 'lamers' (ie, if you can't write code don't criticise those who can) smacks of the puerile juvenile types who write viruses just to show how clever they are.

I don't code or program my Amiga directly. Why? Because I just haven't got the time. To do a decent job on the Amiga takes an awful lot of time and effort. Just look at all the doc files that accompany most PD or shareware programs; they nearly all mention many months in preparing the program.

I use nearly all PD/shareware utilities on my Amiga, and most do an adequate job and aren't even a hundredth of the cost of a professional program.

So this makes me a 'lamer' according to Mr 'expert' O'Rourke. Well, he's entitled to his narrow-minded opinion, but I prefer to be called a 'user'. I appreciate the hard-working souls who write PD and shareware; if I use it and like it I send off the shareware fee or a letter of thanks if it's PD. Any programmer likes to be appreciated.

To all the dedicated programmers out there who are slaving over a hot keyboard writing useful PD – keep up the good work. To smartassed little boys who want to show how clever they *think* they are, don't bother.

Dave Shreeve
Earlham, Norwich

Not everyone who has a computer needs to be a programmer to put it to serious use – there are plenty of us who couldn't live without the programs they work so hard to produce, but don't know a byte from a bootblock.

However, most of us do acknowledge the considerable amount of skill it takes to create a program and are grateful that they do it for nothing more than for their own satisfaction and to pass it on to others. It's just a pity that some coders spoil things by including unsavoury language or images in their work. **Adam**

Time to split

In response to Peter Kerr's letter in issue 5, why not have an ST version of *Public Domain*, an Amiga version and a PC version (which, like *PC Format*, could have both 3.5 inch and 5.25 inch disks on the cover)?

If, say, the ST versions sell out, you could provide a service to swap PC version disks to ST version disks.That way you can provide more software for each machine.

Simon Harvey
Halifax

Although providing disks for different users seems a fine idea on the surface, I think there would be big problems with the distribution. Getting the right number of issues with the right disks into the right shops would be a logistical nightmare. I don't think that offering a service to exchange disks in the event that the correct format for your computer is unavailable in a shop near you would be much of an incentive. The hassle of swapping disks around would most likely put people off buying the magazine – the exact opposite to the desired effect!

In fact, we have taken a completely different route when it comes to the cover disk. Read on to find out what it is... **Adam**

Dump the disk!

I'm writing in response to Peter Kerr's letter in the April issue, where he suggests that a whole disk containing programs for each format would be a better idea than the existing tri-format system. Not so says I. This would increase the price of each issue, which I suggest would be quite a bit more than the 'pound or so' that he mentions.

In fact I would go to the other end of the scale by saying you should drop the disk completely.

Not only would this reduce the price of the magazine, but it would also let the reader choose whether they wanted those particular programs or not. After all, who wants to pay for a disk that's only a third full of relevant programs for their particular machine?

Ronnie James
Alloa, Clacks

The points you raise are interesting, Ronnie, and it's something that we've been concerned about for some time. In fact, we've decided to drop the cover disk from the next issue.

We'll be dropping the price too, by £1. The new price will be £1.95. I hope that the saving made will more than compensate for the lack of a disk.

I do believe that the disks that we've supplied with *Public Domain* so far have been of a good standard; a lot of hard work has gone into compiling them and we've tried to cater for as many tastes as possible. We've tried to ensure that each disk has had a variety of programs for owners of each machine. But that's partly where the problems lie; we're already restricted by the amount of space we have for each format and trying to divide that space between a variety of software means that we're limited to quite small programs. At times it's been impossible to include some of the stuff we'd have liked to because there simply wasn't enough space.

What's more, all the programs we've featured on the disk are freely available in the public domain. Many libraries sell disks for around a pound or so. The saving you'll make on the magazine each month will enable you to buy a disk with the software of your choice, rather than have the programs 'chosen' for you.

Have we made the right decision? I believe we have, but I'd be interested in hearing the views of those who are most important; you, the readers. After all, it's you who buy the magazine. Let us know what you think! **Adam**

University challenge

In reply to Jock Stewart's letter regarding accessing PD libraries from his University computer, there is one I know of. It is called the National Public Domain Software Archive and is based at Lancaster University.

This can be accessed by anyone on the network by calling: lancs.pdsoft and then using 'pdsoft' as the user ID and 'pdsoft' as the password.

Files can then be downloaded by using appropriate file transfer software (such as *Rainbow*). I hope this is of use.

Rod Freeland
Bishopsmead, Devon

Thanks Rod! I'm sure that Jock, and any other students who have access to their college computer, will be more than grateful for the information you've given.

If anyone else knows of any alternative ways of getting hold of PD and shareware software, then we would be more than interested in hearing about them. **Adam**

Mouse competition

10 lucky winners will be running a brand new Naksha mouse around their table tops, and all thanks to our competition in issue three of *Public Domain*. Are you one of the lucky few? Check this list!

P A Rushforth, Gainsborough, Yorks; **Greg McDougall**, Sunderland; **Paul Furniss**, Sale, Cheshire; **Mark Moseley**, Rugely, Staffs; **Paul Mulvany**, Keith, Morayshire; **J G A Parsons**, Blurton, Stoke on Trent; **S M Connolly**, Eastliegh, Hampshire; **C J Roseblade**, Church Crookham, Hants; **Chris Parsons**, Poole, Dorset; **Jock Stewart** Path of Condie, Perthshire. Phew!

And the answers?

1 c) The elephant
2 a) Mickey Mouse
3 b) One
4 b) Squeak, squeak!
5 a) Holland
6 c) Because it resembles the rodent variety

Age old question

Thanks for a great magazine. I look forward to it being delivered each month.

Just one thing: in the reviews for the education section could you put an age group that the disks are suitable for. The *Big Top Fun* program looks very good, but is it too hard for five year olds or too easy for ten year olds? My daughter is eight!

S Hunter
Redmile, Notts

We'll try and make sure that there's an indication of the age group that educational programs are aimed at. In the meantime, Dave, who reviewed the program, reckons that *Big Top Fun* is suitable for kids between the ages of seven to ten, so it should be just right for your daughter. **Adam**

***Big Top Fun*: circus antics to educate and entertain. Ideal for eight year-olds**

It's a shoppe

WEMBLEY MAY 15 - 17

There will be everything a discerning Amiga owner could want at this spring's **Amiga Shopper Show.**

For a start, dozens of software companies will be showing off their unmissable **new products**; it's your chance to try them out for yourself.

Then there are all the hardware manufacturers keen to demonstrate just how **powerful** it's possible to make an Amiga. Commodore itself will be there, displaying its latest range including the new A690 CD-ROM player.

YES! I would like to order advance tickets to the Amiga Shopper Show and save £1.05 a ticket.

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Games players will be treated to the very **best** in brand-new leisure software, courtesy of Amiga Power.

And of course there's the main attraction: the chance to buy software and hardware at **incredible prices**. Think of it – the biggest choice you're ever likely to see, and prices to match.

The Amiga Shopper Show is being held in the Wembley Exhibition Centre, London, from Friday 15th to Sunday 17th May. Doors open 9am.

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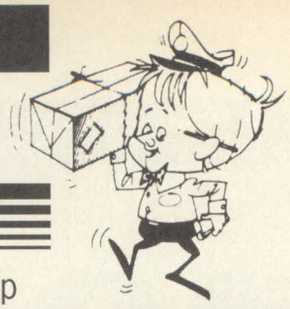

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AG.07* **Board and Card games;** Cluedo etc
AG.10 **Space Invaders;** Arcade Classic
AG.11* **Tennis;** great simulation. (Mb)
AG.14* **Flascheiber;** Boulderdash style.
AG.16 **Castle of Doom;** Graphic Adv.
AG.22 **Return to Earth;** Elite style
AG.24 Drip &China Challenge, Frogger.
AG.27* **Star Trek (USA);** Great! (2D-Mb)
AG.29 **Chess** + Tiles, Tetriz Two, etc.
AG.30* **Twintris;** Better than Tetris!
AG.31 **Simpsons;** shoot-em-up style.
AG.32 **Legotris;** another Tetris game.
AG.36* **Wizzys Quest;** Arcade puzzling.
AG.38 **Star Trek;**The Arcade game.
AG.39 **Wacko in Wonderland;** Platform.
AG.40* **Metagalactic Llamas;** Classic!
AG.42* **Games Galore;** Star Trek, Trivia, Pharoahs Curse, Monopoly, Mazeman....
AG.43* **Gridrunner** + Rebound, Invaders.
AG.44* **Sorry** + Missile, Blackjack etc.
AG.45* **Seven Tiles;** Speedball style.
AG.46* **Megaball;** Arkanoid style.
AG.48 **Diplomacy;** War Strategy game.
AG.49* **Eat Mine;** Emerald Mine copy.
AG.51* **Frantic Freddy;** Platform game.
AG.52 **Block It;** Superb Puzzle game!
AG.54* **Downhill Skiing;** Classic game.
AG.55 **Amos-Defence;** Shoot-em-up.
AG.56 **Assassins Games II;** Invaders, Girl Action, Missile Command etc...
AG.57* **Battleforce;** Fantasy Action.
AG.58 **Balloonacy;** Great Bomber clone.
AG.59 **Squamble;** Scramble version.
AG.60 **Asteroids;** Arcade Classic!
AG.61 **3 Player Tetris;** Triple the fun!
AG.62 **Patience & Dominoes;** As titled
AG.63* **Jetman;** Spectrum Jetpac copy!
AG.64* **Assassins 1;** Rollerpede, Tanx, Caverunner, Amigoids, Avatris.
AG.65* **Skate Tribe;** Skateboarding fun.
AG.66 **Super Twintris,** MEGA Tetris!
AG.67 **Assassins 4;** Jumper, Klondike, Go-moku, Jumpy, Turbo Duel, Cracker.
AG.68* **Assassins 4;** Go Looly, Raid and Retaliator. Great SEUCK games!
AG.69 **Marble Slide;** Pipe Panic style.
AG.70 **Columns;** Tetris/Klax variation.
AG.72 **Air Warrior;** Flight Simulator!
AG.73* **Battle Pong;** Updated Pong game.
AG.74* **Monopoly;** English game version!
AG.75 **Wastelands;** Great 3D adventure.
AG.76* **Ladybug;** Pacman variation.
AG77 **Cardsharp;** Klondike, Castle, King Albert; Calculation, Demon....
AG.78 **Survivor;** Excellent Role Play.
AG.79* **Llamatron;** Jeff Minter Classic.
AG.80 **Atic Atac;** Spectrum game copy.

UTILITIES

AU.01* **Jazzbench;** Workbench upgrade.
AU.02 **UEdit;** Excellent file editor.
AU.03* **QL Emulator;** + data disks. (3D)
AU.11 **Starchart;** Gives positions and movements of all major constellations
AU.13 **Visicalc;** Superb Spreadsheet.
AU.15* **Dope Intro Maker;** Create demos.
AU.18 **North C;** Complete C Language!
AU.19* **SID;** Workbench replacement.
AU.21 **Avoiding CLI;** useful utilities.
AU.22 **Text Plus;** Word Processor (v2.2)
AU.23 **Word Wright;** Word Processor. Plus: Amiga Spell; Spell Checker!
AU.24* **Spectrum Emulator;** Run some Spectrum games on your Amiga!
AU.26 **Complete C Manual;** 11 chapters plus 70 executable examples! (3 disks)
AU.27 **Amibase;** Professional database!
AU.31 **Ghostwriter;** Demo Maker. (Mb)
AU.32* **Label Designer;** Design and print.
AU.35 **Quickbase;** Easy to use Database.
AU.36 **Rainbow Writer;** Demo Maker.
AU.37 **mCAD;** Professional CAD package,
AU.38 **Ultimate Icon Disk;** Great Icon creator, nice and easy to use!
AU.40* **Red Sector Demo Maker;** Powerful program for creation of Demos (Mb)
AU.41* **Mandelbrot Generator;** Superb!!!
AU.42* **Rippers;** Music/Graphic Rippers.
AU.43* **Master Virus Killer;** Excellent Virus killer, detects over 124...
AU.46 **Home Utilities;** Wordwright, SCalc (Spreadsheet), Label print.
AU.49 **Ripped Fonts & Logos;** Character sets extracted from various demos!
AU.50 **Picturesque;** Great Art package.
AU.51 **Business Letters;** 600 plus to adapt and use in your word processor!
AU.52* **C64 Emulator:** Latest version, hardware available separately!
AU.53* **Speedbench;** load in 15 secs.
AU.54 **Printer Drivers;** 30 different.
AU.55 **Bible;** King James version. (4D)
AU.56 **Fox DTP;** Desktop Publisher!
AU.57 **Budget Finance;** Personal use.
AU.58 **Messy SID;** PC to Amiga files.
AU.59 **Typing Tutor;** Master those keys.
AU.60* **Opti Utilities;** Virus killers, PD Copy 3, Fixdisk, Text Engine...
AU.61 **Spectrapaint 3;** Paint program.
AU.62 **Tarot;** Astrological Horoscopes.
AU.63 **Land Builder;** Vista style.
AU.64 **Punt Prediction;** Win on Horses!
AU.65 **Mandelbrot Adventure Kit;** Great.
AU.66 **Business Card Maker;** As titled.
AU.67 **Disk Print;** Disk label printer.
AU.68 **Spectrum Adventures;** Need AU.24

HELP!

AH.01 **Adventure Game Solutions;** More than 100 complete solutions! (2D)
AH.02 **Eye of Beholder;** Maps, Hints...
AH.03 **Chaos, D. Master;** Maps, Hints...

FONTS

AF.01 **Cosmopolitan;** Rangers, Peignet, Avant Guard, Aldous, Celtic etc...
AF.02 **Fancy;** Hollywood, Park Avenue, Broadway, Camelot, Courier, Ham...
AF.03 **Publishers;** Helvetica, Akashi, Andover, Bookman, Boxie, Times...
AF.04 **Various;** Unusual, Videofonts, Large & Small fonts....Utilities.

DEMOS

AD.01 **Walker 1;** Classic animation (Mb)
AD.02 **Walker 2;** Classic animation (Mb)
AD.04 **Probe Sequence;** Award winner!
AD.18* **Puggs in Space;** Funny cartoon!
AD.21* **Busy Bee;** Sculpt 3D anim. (Mb)
AD.23 **Ship and Sphere;** Ray Trace. (Mb)
AD.24 **NewTek Demo;** Incredible. (Mb-2D)
AD.25 **The Run;** Lotus Car Chase! (Mb)
AD.36 **Kefrens Megademo 8;** Ace! (2D)
AD.39 **Agatron animations;** 3D film of USS Enterprise attacking USS Reliant.
AD.44 **Laurel and Hardy;** Films. (2D)
AD.45 **Star Trek, Dry Dock demo;** The highly praised Ray Trace masterpiece!
AD.46 **Stealthy Manoeuvre II;** Cartoon.
AD.50 **Budbrain Demo 2;** A Classic!
AD.53* **Iraq demo;** Saddam and John Major!
AD.54 **Simpsons;** Digitised: Do the Bartman plus great Bart slideshow!
AD.56 **Phenomena Megademo,** Trip to Mars, Ray-Trace Fractals, Light Sourced World animation. GET IT! (Mb)
AD.58 **Applecus;** Ray Traced. (Mb)
AD.59 **Plasmutex 91;** Truly Amazing!
AD.61 **Franklin Fly;** Very amusing. (Mb)
AD.62 **Dating Game;** by Eric Shwartz, very amusing animation. (3Mb-2D)
AD.63 **Batman,** Terminal & late night; Three great Eric Shwartz anims. (Mb)
AD.64 **Shuttlecock;** E. Shwartz. (Mb)
AD.65 **Stealthy Animations;** 3 great Eric Shwartz animations. (Mb)
AD.66 **Substance by Quartex;** Fractals, 3D animations, Ray Trace Bubbles.
AD.68 **Universal Intensity Demo.**
AD.69 **Decaying Paradise Demo.** (Mb)
AD.70 **Global Trash by Silents;** Ray Traced Space Ship, Plazma effects...
AD.71 **Ice Megademo** by Silents.
AD.72 **Simpsons;** Best Bart one yet!
AD.73 **Sickness Simulator;** Rude noises.
AD.74 **WWF Wrestlemania;** Hulk Hogan, Ultimate Warrior, Hitman & many more.
AD.77 **Digital Innovation;** 30 minutes!
AD.78 **Fillet the Fish;** Great cartoon.
AD.79 **Clockwork Orange;** Digitised...
AD.80 **Light Animation;** MEGA! (3Mb-2D)
AD.83 **Anti Lemmin Demo;** Superb! (2D)
AD.85 **Mars Flight;** Excellent! (Mb)
AD.88 **Alpha Omega;** Stunning animated Ray Traced Fractals! GET THIS! (Mb)
AD.89 **(b1) Eau Madonna;** 3 digitised animations from the 'In Bed' film.

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21 **Quingo;** Terrific Trivia Quiz. (Mb)
27 **Flower Power;** Great game! (Mb)
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30 **Shymer;** Kids Adventure game. (Mb)
35 **T-Tecdraw;** CAD package.
36 **Fracgen II;** Fractal designer.
37 **Rocket Maths;** Educational Fun!
39 **Magic Forest 2;** Great game. (Mb)
41 **Rescue;** Virtual reality 3D. (Mb)
42 **X-Stitch;** Embroidery aid. (Mb)
43 **Lazerzone;** Good shoot-em-up. (Mb)
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52 **LC24/200 Fonts;** for most printers.
53 **Magpies Clip Art 3;** Lots of pics.
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59 **Prehistoric Fun Pack;** Fun School type games collection... (Mb)
60 **Techno Snail;** Original Arcade fun.
61 **Final Chapter;** Original 3D game.
62 **Revolution;** Great Platform game.
64 **Rescue 2;** Another great 3D game.
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69 **Magical Mix Up;** Jigsaw fun.

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Risky Business?

It's tricky enough starting a business without having to plough all your available capital into the software to run it. But those in the know, know where to go for the best low-cost business software! Jerry Glenwright checks out a trio of aspiring tycoons each running a business on a tight budget...

Funds disappear faster than a clearing bank with a third-world debt for those about to embark on a first business venture. Simply registering a fledgling company as 'limited' costs over £100, and that's just the start of what rapidly becomes a bottomless pit capital-wise. These days, even guys selling shoelaces on street-corners need silicon of some sort to organise their time, cash-flow, VAT and tax returns.

There's such strong competition too. If you don't have the latest gadgets, the most powerful computer, the sexiest software, you're going to go to the wall, right? OK, so you blow the best part of a half grand on 16-bits, install it in your office, fire it up and... soon figure out that without sensible applications software, the much-vaunted computer is about as much use as a government training scheme.

Back at the computer store, the assistants have to rush to you with smelling salts and a chair when you learn the asking price of word processors, desktop publishers, accounts packages, time managers and the like.

You can't afford to buy any of it, but at the same time, you can't afford *not* to. Without quality software, your business will flounder and at least one living will become just another seasonally-adjusted statistic.

So what to do? Junk the computer and go back to being a wage slave? Not a bit of it! There *is* an

cont. on p20

Jargon Busters

CAD An acronym for Computer Aided Design, used to describe software which enables users to create blueprints on a screen via a computer. Similar to the DTP packages, but orientated towards 3D designs for the real world, rather than paper-based creations

CONTACTS MANAGER Super-useful dedicated database designed to take care of your day-to-day contact with clients and potential customers. You can see at a glance who you've called recently and, more importantly, who you haven't!

DATABASE Computer equivalent of the card index file. It enables you to store information then sort and retrieve that information quickly and easily

DESKTOP PUBLISHER Software package that enables you to create publications on a computer screen. Previously, magazines, books and newspapers were put together by designers wielding pencils, paper, scalpels and paste, but power-micros have provided the required impetus to computerise the process

SCHEDULER A dedicated database for planning daily tasks. Anyone self-employed knows the difficulty associated with motivation and job planning, but scheduling software enables you to plan tasks efficiently and keep track of what's been done

SPREADSHEET Software which helps you to perform calculations, by providing an indexed table (known as a grid of 'cells'). Each cell can hold a figure, a label or an equation, and each can be applied to any or all of the others in order to produce an answer to some number-based problem or other. Usually used with monetary manipulation

WORD PROCESSOR An electronic update of the typewriter. You can move words, lines, even whole paragraphs of text on your computer's screen and correct spellings and only commit text to paper when you're sure everything is as it should be

Case Study 1: Self-employed Plumber (PC)

Polly Harcourt, 32, makes a good living as a self-employed plumber. She left school at 16 with a half dozen O levels and a burning ambition to make it on her own in what's usually regarded as the exclusively male domain of plumbing.

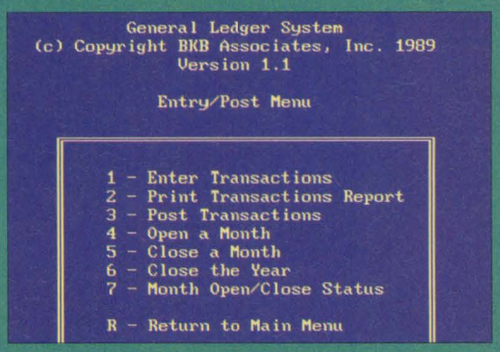
From the start, Polly knew she'd need a computer. VAT registration requires an almost compulsory commitment to computerised accounts within the first year, and without the all-important Inland Revenue approval, Polly would find her business life very difficult.

A couple of days with her nose pressed against dealer's windows (...and a free consultation at the local Business Advisory Service – they're in the phone book) convinced her that the IBM-PC, or at least, one of its many compatibles, was the only machine for her.

Buying that machine was her biggest outlay. When she bought it four years ago, users still paid through the nose for 40Mb of hard drive and an EGA screen, so when it came to software, Polly looked around in vain for affordable packages with which to run her business.

And then her computer-press reading brother whispered the magic word 'shareware'. At a stroke, all Polly's software problems were over...

● First thing she needed of course, was to get those accounts computerised to satisfy the VAT vampires. Prospective accounting software had to take care of her invoicing too, and, preferably, provide an automatic


General Ledger System
(c) Copyright BKB Associates, Inc. 1989
Version 1.1
Entry/Post Menu
1 - Enter Transactions
2 - Print Transactions Report
3 - Post Transactions
4 - Open a Month
5 - Close a Month
6 - Close the Year
7 - Month Open/Close Status
R - Return to Main Menu

Fully-featured accounting is only £30 away when you register your copy of *General Ledger*. Polly did, and she hasn't looked back!

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alternative to expensive business software, and buying this magazine was the first constructive step towards it. Congratulations!

Commercial excess

Nowadays there are few computer users who aren't aware of the public domain and all it encompasses (shareware, licenceware and so on). But you'd be surprised at how many of the same people still believe that the stuff is fine for part-time dabblers, demo watchers and the like, but useless when it comes to doing anything with a serious slant. That is, most businesses, sceptical of the quality of shareware, still invest a large amount of their starting capital in commercial software. And they couldn't be more wrong!

Here's an example. Let's say that you've decided on a software budget of around £200. You could squeeze a bit more out of the kitty if absolutely necessary, but it'll mean living on corn flakes for a month, and anyway, two *hundred* pounds! That *must* be enough for a few bits of software, right?

Well, let's go shopping...

Every business generates accounts of one kind or another and needs software to cope with them. The Inland Revenue doesn't take kindly to VAT registered companies still summarising their quarterly returns with a paper and pencil, and most accountants prefer to work with computer-generated end-of-year reports and personal tax

Case Study 2: Graphic Designer (Amiga)

The day after graduating with a BA in Graphic Design, Simon Green knew that life in the freelance lane was the only one for him. Oh, he'd tried his hand behind a board at several design agencies during course placements, but just couldn't get to grips with those in charge directing his work – Simon's nothing if not original. So when he left college for the big wide world, Simon started Paradox Design, his very own graphic design company (mainly with the buying power of his Mother's flexible friend...)

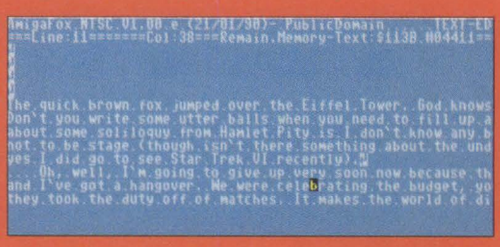
There was no messing about when Simon went looking for silicon. An Amiga was his first and indeed, only choice. No other machine provided the immense pixel-pummeling power *and* superior paint-orientated software for the price. After severely compromising his mum's credit rating, Simes carried home a shiny new Amiga 500 Cartoon Classics pack complete with the much-coveted *Deluxe Paint III*.

That was a decent paint package under his belt, but 20 minutes scanning the shelves at his local software store convinced Simon that he'd have to look elsewhere for the rest of his software. And that's how Simon came to thumb through his first shareware catalogue...

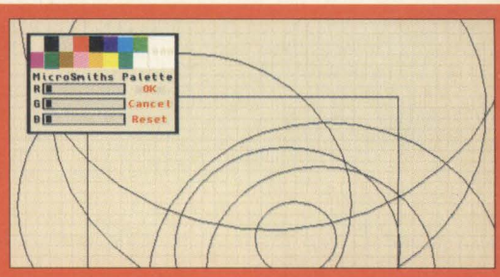
● The first package under his acquisitive eye was what appeared to be a neat little desktop publisher emanating from Germany. Having given it a thorough testing, Simes was very impressed and *AmigaFox* now features heavily in his day-to-day business life. The desktop publishing package smooths the path to Simon's paper-based creations.

He especially likes the program's modular design. With separate areas for handling text and graphics, and individual modules to facilitate printer handling, there is never any more information cluttering up the screen than is absolutely necessary to do the job – a feature minimalist Simes adores!

AmigaFox also copes well with a variety of paint file formats including easy manipulation of all those slinky IFF screens Simon dumps from *Deluxe Paint*, and its smooth multi-tasking enables him to switch between the two programs with ease. Most of all though, Simon loves *AmigaFox*'s price tag which sports a big fat zero.


AmigaFox.MISC.V1.00.e (21/01/90)- PublicDomain TEXT-ED
==Line:11======Col:38==Remain.Memory-Text:$1138.H04411==
The quick brown fox jumped over the Eiffel Tower. God knows
Don't you write some utter balls when you need to fill up a
about some soliloquy from Hamlet.Pity is I don't know any b
hot to be stage (though isn't there something about the und
yes I did go to see Star Trek VI recently).
Oh, well, I'm going to give up very soon now because th
and I've got a hangover. We were celebrating the budget, yo
they took the duty off of matches. It makes the world of di

Simon especially likes the *AmigaFox* modular approach. There are separate sections for graphics and text editing



Not exactly over-specified, *mCAD* scores in the simple-to-use stakes (well, that and being only $20...)

● When called upon for straightforward illustration, Simon favours the under-featured *mCAD*. Awarded a paltry 40 per cent in PD issue 2, *mCAD* apparently receives patronage from many designers who like the program's simplicity and selection of standard tools. When asked, Simon says that he uses it because, "...it doesn't get in my way".

Yeah, right Simon, that and the $20 (£12) price tag!

But sure enough, reappraisal shows *mCAD* to be simple, yet very straightforward, and easy to use because of it. The program offers all the familiar CAD (that's acronymese for Computer Aided Design) tools such as squares, circles, a variety of line types, fills, rotations, inversions, text overlays and more. In addition, there's a funky tear-off colour palette just itching to be accessed by the creative.

● Like most graphics designers, Simon needs to maintain a large quota of contacts in the world of the crayon-wielders. Illustrators, photographers, repro people, printers – and they're just the secondary

print-out of poor payers at the end of a specified period – in Polly's case, the end of the month.

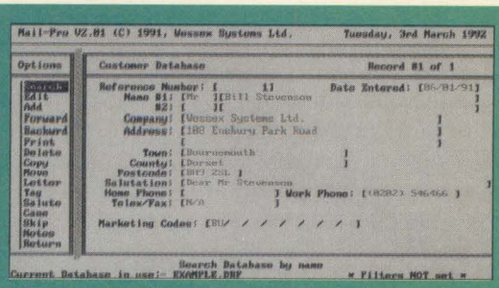
Well, there's no shortage of shareware accounts packages, but Polly found that many of them were almost impossible to decipher without a Business Studies degree. She tested around a dozen supposedly definitive programs, but each was deleted from her hard disk long before the statutory 30 days try-out was up.

Then *General Ledger* landed on her desk. Written by non-accountant Leonard Kimberley, *General Ledger* provides everything she needs from an accounts package *and* has a front-end interface as a clear as a mountain brook. She didn't have to wade through reams of printed documentation before putting *Ledger* to good use. And at £30 registration, it didn't break the bank either!

Simple scheduling of accounts receivable, ledgers unaffected by updates (until the corresponding transactions are posted), automated debtor reporting and macros helped make the program a winner. What's more, it's used daily by the guy responsible for it (a small-business person himself...), and for Polly, there was no better endorsement. (The VAT inspectors were pleasantly impressed by it too after paying their regulation visit a year or so after she'd started!)

● Next on the shareware shopping list was a database to help Polly keep track of materials. Plumbers get through an awful lot of copper piping, gas canisters, sealing paste and so on, and it's often difficult enough for Polly to convince prospective clients of her abilities, so she doesn't want to arrive at a job short of some necessary item!

Mail-Pro sorted her databasing problems. Providing powerful free-form set-up on a series of cards, just like those indexed things in plastic boxes available from stationers, Polly found it easy to use and very flexible. The simple pop-up menus guided her through configuring the program, defining field names for her materials and so on, and she particularly liked the on-line text editing and TSR (Terminate and Stay Resident)



A tiny bit expensive at £50, but Polly finds *Mail-Pro* indispensable in keeping track of vast variety of materials...

summaries, rather than a Woolies invoice book filled with illegible entries. But have you seen what's being charged for accounting software? A popular PC package such as *Sage* costs £299 – that's your software budget wiped out at a stroke. The ST's *Small Business Accounts Extra* costs £99. The same package on the Amiga gives you enough change for half a lager and a packet of crisps out of £80.

Now what are you going to use to buy a DTP package, word processor, database and spreadsheet? Equip your PC with the latest version of *dBASE*, and you'll multiply the original £200 threefold to foot the price. *SuperBase Professional* for the ST costs around £172 (and that's discounted) and a copy of *Superbase Professional 4* for CBM's baby at £199 will wipe the smirk off any face!

"A lot of shareware is every bit as good as the stuff for which those who don't know any better are forking out hundreds of pounds."

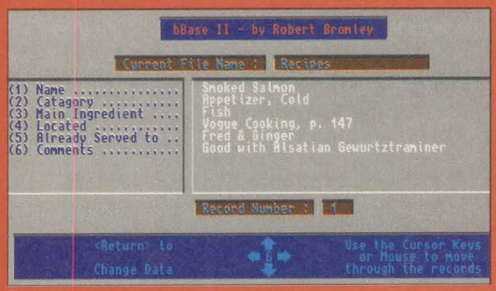
PC, ST and Amiga spreadsheets? £300 (*Quattro Pro*), £128 (*K-Spread 4T*) and £79.99 (*Advantage*) respectively, and the story's the same for any decent serious software you care to check out the prices for. Even a half-usable word processor will lighten your wallet by a significant amount. The highly popular *Protext* costs £152 in version 5.5 for the ST, a

cont. on p22

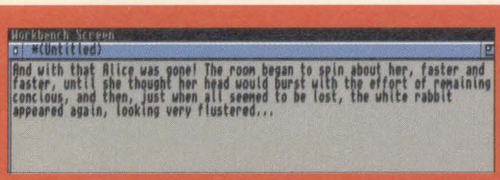
services; there is also a massive amount of customers (hopefully...) with which he has to deal. That's why Simon uses *bBASE II*.

A contact manager it isn't, but with its free-form field entry, fast memory-based information updates and simple interface, Simon can store and retrieve the required demographic data without fuss. Unlike most database software, *bBASE II* doesn't do any disk updating until you decide – all the data is held in memory, and that's what makes the program so fast, and consequently, suitable as a contacts manager. (Memory isn't a problem either. With the cash he saved acquiring PD and shareware, Simon upgraded his Amiga's RAM by several megs.)

And because it isn't dedicated, the main man at Paradox Design can use *bBASE* to keep track of his burgeoning collection of transparencies (and his CDs). The program also features an uncluttered user interface, works well with Simon's 500 Plus and weighs in with a zero price tag attached – it's public domain.


bBase II - by Robert Bromley
Current File Name : Recipes
(1) Name ..... Smoked Salmon
(2) Catagory ..... Appetizer, Cold
(3) Main Ingredient .... Fish
(4) Located ..... Vogue Cooking, p. 147
(5) Already Served to .. Fred & Ginger
(6) Comments ..... Good with Alsatian Gewurtztraminer
Record Number : 4
<Return> to Change Data
Use the Cursor Keys or Mouse to move through the records

Simon uses *bBASE II* to maintain an enormous client database as well as sorting and manipulating his collection of transparencies


Workbench Screen
*(Untitled)
And with that Alice was gone! The room began to spin about her, faster and faster, until she thought her head would burst with the effort of remaining concious, and then, just when all seemed to be lost, the white rabbit appeared again, looking very flustered...

Transcript: simple to learn and simple to use, but stuffed with text styles, quality print driving and other features

● To produce business correspondence, Simon wanted word processing software stuffed full of text styles, spell-checking, indexing, accurate word counting and a decent set of printer drivers without having to pay *Protext* prices to get it. So he choose *Transcript*, a licenceware word manipulator with the all the features outlined above, plus a really attractive front-end with nicely-drawn pop-up and sub menus, macros, programmable hot-keys, highlight 'all' and case conversion at the press of a key. And all for £5!

● When it came to business accounts, the creative Simon simply couldn't get to grips with the vagaries of company finance and preferred instead to leave monetary ins and outs to his accountant. But to help track his business and personal cheque accounts, Simon uses *Bank'n*.

He plumped for *Bank'n* because of its superb on-line help facility. Accessed via a separate menu, the *Bank'n* help files explain every aspect of the program in a clear and concise manner. Additionally, the program features a high-quality and well thought out user interface, excellent report generation and pop-up menus for database querying, forward planning and financial projections. All that, and *Bank'n* cost him a paltry £6.

● Finally, Simon needed a high-quality business card to give to prospective clients. Designers don't enhance their reputations by handing out shreds of cardboard generated on one of those machines at main-branch post offices.

And that need for quality is why Paradox's business card was *not* created using *Business Card Maker*! Tried, but binned within the first five minutes of evaluation. Instead, surplus cash saved using shareware hired the talent of scalpel supremo Neville Brody for an afternoon!

Paradox Design is run on a mixture of shareware and PD with a grand purchase price total of less than £25. That leaves a plenty of dosh for a few more CDs...

Counting the cost...

AmigaFox: Office Choice, Suite 14, Avon House, Town Centre, Cumbernauld G67 1EJ ☎ 0236 737901 **£0**

mCAD: Strictly PD, 11 York Place, Brandon Hill, Bristol BS1 5UT **£12**

Transcript: Software Expressions, Suite 4, Hebron House, Sion Road, Bedminster, Bristol BS3 3BD ☎ 0272 637634 **£5**

bBASE II: SPD, 62 Manor Road, Hastings, East Sussex TN34 3JL ☎ 0424 712349 **£0**

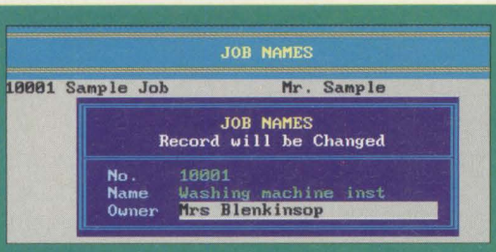
Bank'n: Cranham's Leisure Software, PO box 7, Bletchley, Milton Keynes, MK2 3YL ☎ 0908 274819 **£6**

Total: £23

ability which meant that once she had loaded it, the program stayed in memory even when she was working on something else and could be recalled at the touch of a button. At £50 it was just the tiniest bit pricey, but feature-packed and friendly enough to find a permanent home on her hard drive.

● Like most small business people, Polly is modest when it comes to pricing her wares. It can be difficult to charge a decent rate if your head is full of plumbing-related items instead of pounds and pence all day long.

That's why Polly bunged $35 (about £20) the *CostBiz* way. Independent financial arbitration is what *CostBiz* is all about. Polly hacks in the details of each job including price of materials, projected hour-requirement and so on and minutes later, the program does her proud with a decent assessment of her worth. (It provides excellent printed reports good enough to be distributed to her customers, too!)



A dab hand with pliers, Polly's no accountant and often undercharged in the early days. But independent arbitration in the shape of *Cost-Biz* put her right

Of course nowadays, Pol has job pricing off pat, but every now and then, when there's a particularly difficult or obscure job to do, out comes the *CostBiz* floppy and the program gets a fresh firing up...

● As any manual worker knows too well, planning a daily schedule is almost a full time job in itself. Work rolling in is one thing, but coping with it, and within a reasonable time span is quite another. The problem is particularly pertinent for plumbers who often have to abandon routine jobs to handle emergency call-outs.

To help organise her work-load, Polly uses *WorkQueue*. Finding her hands well and truly full, our personable plumber tried using an ordinary database to determine job priorities but gave it up as a bad job. Then she discovered the Ensign Systems-distributed dedicated package, and hasn't looked back.

A donation of $40 (£23) bought Polly silicon-planned peace of mind. *WorkQueue* enables her to list each job, assign sufficient time to it, make note of any outside sub-contractors she needs to hire and generally organise her working day efficiently.

cont. from p21

heavily discounted £109 for the Amiga and a whopping £150 for the PC!

But compare *Protext* with the likes of *EasyEdit II*, *ST Writer* and even the basic but supremely flexible *Text Engine*, and you'll be more than favourably impressed, *and* left with enough cash to continue eating.

Just buying the absolute basics, something to take care of the accounts, a spreadsheet for planning and projections, database for stock control or contacts maintenance and the indispensable word processor, blows away around £1350 for the PC, £500 for the ST and £450 for the Amiga. That's far more than you paid for any of the three computers (in the case of the PC's software, more than you'd pay for all three machines put together...) and probably far more than you had in mind for the software to run 'em!

But where to turn?

Even with careful planning, businesses not backed by a multinational bank will find commercial software just too expensive. If you set up business with one or more partners, or take on some employees, each one will need software of their own or a site licence (permission from the software house for more than one person to use a single program), before they can put a second computer to work. Using one copy of a program on more than one machine is piracy!

So if you do have a snobby attitude towards shareware, and reckon that it's not for you, then short of incurring the attentions of FAST (the

Case Study 3: Independent Accountant (ST)

Thumb through a copy of the Greater London telephone book and sooner or later you'll come across A1 Accountancy, the business incarnation of accountant Mark James. Mark works from a spare room at the top of his house, shaving every possible penny from the personal and business tax returns of his expanding portfolio of small business clients.

Mark tried working for a big accountancy operation after leaving college with an HND, but just couldn't get to grips with lining the pockets of his employers by sweating over client accounts anywhere between eight and 12 hours a day.

So Mark resigned, registered A1 Accountancy (figuring a name like that had to come first in the phone book...) and installed a desk, filing cabinet, ream of carbon paper and shiny new 1040 ST in the spare room at the top of his Edwardian semi.

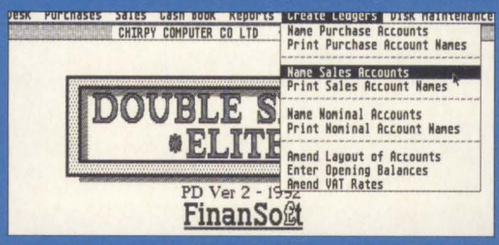
And he hasn't looked back.

Being an accountant, Mark is ever aware of spending cash he doesn't have, and that's why after a cursory glance along the shelves of his local software shop and a flick though one or two ST magazines, A1 Accountancy's essential business software was bought as shareware...

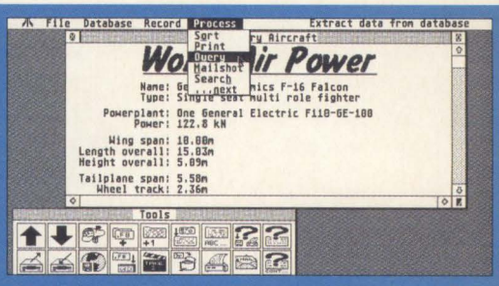
● The first thing Mark wanted was a quality accounts package. Several almost made it to his SH204 hard drive, but in the end only one was an outright winner: *Double Sentry Elite*.

No other ST accounting program comes near Graham Hutcheon's masterpiece of decimal double-dealing, and few can even match its price. A registration fee of just £49.99 bought Mark a program he can easily adapt to his individual needs. Set-up was simple and performed by a separate utility which accompanies the program. Mark can specify any number of nominal, sales and purchase accounts, everything is available via the standard GEM interface (making all the features easy to access) and the program can manipulate up to 45,000 entries.

Perhaps the best feature for Mark is the marvellous report printing. Crisp and clear reports are a must for accountants, and the program directly supports the popular Hewlett-Packard range of printers including the Deskjet, Bubblejet and Laserjet providing unbeatable quality.



Mark could find no other accounting program to match *Double Sentry Elite*. It's stuffed with features and fronted by GEM



With its two levels of password-protected user access, Mark knows that *FastBase* keeps his customers' personal data safe and secure

● Mark soon found that the address book in which he kept customer details wasn't up to the job and decided instead to transfer the details to his ST. To do that, Mark used *FastBase*.

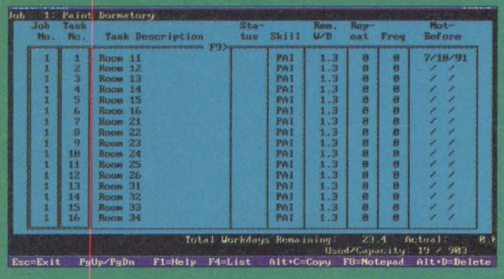
Again, the ST shareware program just can't be beaten on its price/performance ratio. Up to 22 simultaneously open databases, each sporting records up to 200 fields in length, comprehensive querying and printing facilities accessed by the sweetest 'toolbox' this side of a carpenter's bench, intelligent field formatting and the whole fronted by one of the most appealing front-ends yet to appear on Atari's machine.

Not only that, but *FastBase* provides two levels of user access protected by passwords – a feature Mark felt he couldn't be without, so Mark's data is safe and his customers' anonymity thoroughly protected. *FastBase* cost Mark £20 to register.

● Business correspondence is taken care of by *1st Word*. Mark tried *ST Writer*, which he agrees is more

● Finally, Polly needed a word processor. Nothing fancy, just simple, efficient word manipulation, with a decent selection of typestyles and fonts and a built-in driver for her Hewlett-Packard printer.

EasyEdit II fitted Pol's bill perfectly. An 80,000 word dictionary makes up for her distinct inability to spell correctly, there's excellent printer support requiring absolutely no user intervention, macros (keyboard shortcuts) to take care of all her needs without Polly having to remember the relevant command sequences, and, best of all, *EasyEdit* works as a TSR pop-up. She can summon the program from within *General Ledger* to write threatening letters to bad debtors, or over the top of *WorkQueue* when trying to provide an explanation for being an hour and a half late at last Thursday's washing machine installation – more features than she can shake a wrench at, *and* she picked it up for a startling £35!


Job 1: Paint Dormatory
Job No. | Task No. | Task Description | Status | Skill | Rem. W/D | Rep-eat | Freq | Not-Before
1 1 Room 11 PAI 1.3 8 8 7/10/91
1 2 Room 12 PAI 1.3 8 8
1 3 Room 13 PAI 1.3 8 8
1 4 Room 14 PAI 1.3 8 8
1 5 Room 15 PAI 1.3 8 8
1 6 Room 16 PAI 1.3 8 8
1 7 Room 21 PAI 1.3 8 8
1 8 Room 22 PAI 1.3 8 8
1 9 Room 23 PAI 1.3 8 8
1 10 Room 24 PAI 1.3 8 8
1 11 Room 25 PAI 1.3 8 8
1 12 Room 26 PAI 1.3 8 8
1 13 Room 31 PAI 1.3 8 8
1 14 Room 32 PAI 1.3 8 8
1 15 Room 33 PAI 1.3 8 8
1 16 Room 34 PAI 1.3 8 8
Total Workdays Remaining: 23.4 Actual: 8.8
Used/Capacity: 19 / 903
Esc=Exit PgUp/PgDn F1=Help F4=List Alt+C=Copy F8=Notepad Alt+D=Delete

That rather cluttered screen took a little getting used to, but *Work Queue* is invaluable in planning Polly's day

Polly's business runs entirely on a collection of shareware totalling only £160, *without* compromising its excellent service – and that's good for Polly, good for her bank manager, and good for all the lucky customers she passes on a percentage of the savings to!

Counting the cost...

General Ledger: Ensign Systems, Freepost, London SE26 5BR ☎ 081-778 2871 **£30**

Cost-Biz: Ensign Systems, Freepost, London SE26 5BR ☎ 081-778 2871 **£20**

WorkQueue: Ensign Systems, Freepost, London SE26 5BR ☎ 081-778 2871 **£23**

EasyEdit II: AsEditCo, Warren Cottage, Warren Lane, Elmswell, Suffolk IP30 9DT ☎ 0359 41601 **£35**

Mail-Pro : Wessex Systems, 108 Ensbury Park Road, Bournemouth, Dorset BH9 2SL ☎ 0202 546466 **£50**

Total: £158

Federation Against Software Theft) it's a pocket calculator or nothing for you! OK, so there are lots of businesses out there using, ahem, *borrowed* commercial software, but it's not worth it in the end. At best, you'll struggle along without manuals, technical support or software updates; at worst it means a heavy fine and possible imprisonment. *And* you're depriving the programmer, a small business-person just like you, of their rightful earnings.

Now take this on board. Shareware is good. Better than that, in some cases it's excellent. Every bit as efficient as the stuff for which those who don't know any better are forking out hundreds of pounds. Better still, all you've got to do is get hold of a couple of catalogues, pay the price of the disk and copying, and try it out. If you don't like it after evaluation, bin it, and use the floppy for something else!

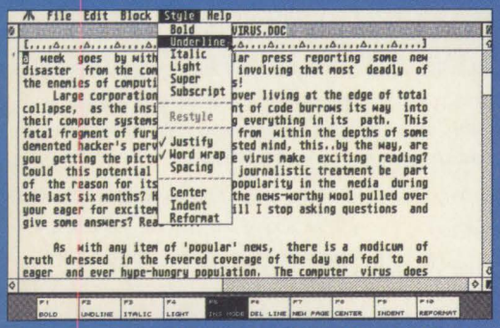
What could be better? You don't pay unless you like the stuff, and by trying, say, a half dozen programs in any category we *guarantee* you'll find something that you adore, and of comparable or better quality than the price-tagged shrink-wraps.

Do you use PD or shareware everyday to make your business, club or society run more smoothly? Couldn't get by without that database or spreadsheet? If so, then write to us and you could find yourself the subject of a special Public Domain *profile. Send your details now to:* Public Domain, *Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.* PD

powerful, but can't escape the feeling that if you've got a WIMP front-end, why not flaunt it! Besides, *1st Word* provides reasonable printing abilities, up to four open documents on-screen at once and its output is recognised by almost every other ST application. And like *ST Writer*, *1st Word* is also completely free.

● As well as straightforward accountancy, Mark also acts as an independent financial adviser to a number of his more wealthy customers – pensioners looking for safe investments, post office blaggers with loot to launder, that kind of thing (sorry, Mark...), and to keep abreast of money market ups and downs, Mark located a copy of *ST Exchange*.

Exchange is a German program which uses advanced statistical modelling in an attempt to predict those currencies likely to do well in the near future. The program can work with a vast range of exchange rate data going back many years. Typing it all in over two



Although not as powerful as its PD rival *ST Writer*, *1st Word* is nonetheless a usable program which won't frighten technophobes

Originally intended for use by comms enthusiasts, Mark finds *FoneCost* extremely useful in the bill fight against BT

evenings didn't do a lot for Mark's fingers, but, he asserts, it was definitely worth it. Of course, *ST Exchange* can't replace his expert knowledge and trained eye, but it does help him to spot minor currency fluctuations that he might otherwise have missed.

ST Exchange provides high-definition on-screen graphs and quality print outs, as well as reams of text-based reports to describe what it assumes to be the current state of the World's finances. And the price? Entirely free – it's public domain.

● Finally, Mark needed something that would help him to keep his telephone bills down. Hours on the phone to frantic clients who've just received their tax demands brings him massive bills at the end of each quarter, and Mark wanted to at least *monitor* what was going on in an attempt to bring them to a reasonable level.

He tried using *FastBase* to store the details of each call in an attempt to assess when the costlier calls were being made, but it didn't work. Mark's a busy man, and hacking in 'unimportant' data like phone call information all day long wastes time he could be using to earn money.

Eventually, Mark discovered *FoneCost*. Originally intended for use by comms enthusiasts, Mark has found that the clever little utility is just as useful when watching over the call antics of ordinary telephones. Now if he has anything more than a local call to make, Mark pulls up *FoneCost* from the Desk menu and determines whether that call would be better made using the Mercury service, at a different time, or not made at all! *FoneCost* relieved Mark of just £5.95 for registration.

A1 Accountancy is thriving, thanks to Mark's ingenuity and determination, and the shareware programmers who were willing to risk non-registration to market their wares. The business runs on a software investment of just under £76.

Counting the cost...

Double Sentry Elite: Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736 **£50**

FastBase: Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736 **£20**

1st Word: Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736 **£0**

FoneCost: Ainley Publishing & Communications, 16 Copyground Court, Copyground Lane, High Wycombe HP12 3HG **£5.95**

ST Exchange: Goodmans Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent, Staffordshire ST3 1SW ☎ 0782 335650 **£0**

Total: £75.95

Programming & Utilities

Whether you write or own software or just dabble in DOS Tim Howell recommends those handy programs that'll make life that much easier...

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Amiga Intuition Based Benchmarks (PD)

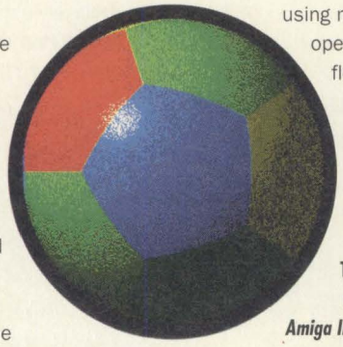
Amiga • 512K • 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH ☎ 0924 366982

Do you feel the need, the need for speed? In these days of powerful 16-bit processors, the computer's speed has increasingly become a factor when it comes to running some of the more processor-intensive applications that are available.

We all know that the Amiga 500 is up to these tasks, but how does it compare in terms of performance with the other Amigas in the range, such as the Amiga 2000 and 3000 models? How much faster are these other machines compared to their less well-endowed relative?

Amiga Intuition Based Benchmarks, or *AIBB*, enables you to compare speeds between the different computers in the Amiga range. And not just standard processor speeds (although it does do this) but speeds based on well-known performance testing techniques, such as the DhryStone, Fibonacci and Sieve of Erathosthenes tests. I know them well.

Other tests are less well-known, and one of the more interesting ones is *BeachBall* which draws (would you believe?) a beachball on-screen using math-intensive operations (such as floating point mathematics) and even shades the ball. This test takes the longest to carry out – on a standard A500 it took approximately 31 minutes. Not that any of the others are hasty in coming up with results.



This beachball is one of the many benchmarks found in *Amiga Intuition Based Benchmarks*

At the end of each test a bar graph is displayed, comparing the speed of the machine you are using with how well the same test would have performed on the other machines. This data can be saved to a text file as well for future reference.

AIBB can also be used to test more powerful Amigas, those equipped with 68020 or 030 processors. These tests are based on the different type of machine code used when programming these more powerful processors. Certain characteristics of these chips, such as their cache

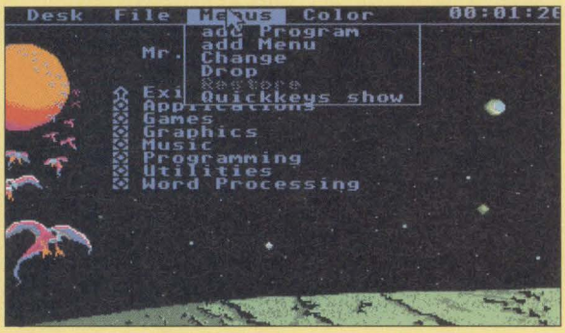
Wimpy windows environments? Mice? Who needs them when there are perfectly

Runner (Shareware)

ST • 1Mb • Hard disk recommended • Disk UTL 164 • ST Club, 2 Broadway, Nottingham NG1 1PS ☎ 0602 410241

In the beginning there was the command line, then we were given Windows Icons Mice Pointer (WIMP) operating systems and now we have the next stage in the quest to make computers friendlier to use: the menu.

Runner is a program that adds a menu to your ST's desktop, so that instead of looking at that familiar putrid lime green screen, you can have a picture and a menu screen. It has been designed for STs equipped with a hard drive and at least a megabyte of memory. While the program could probably be used with a floppy disk-based set-up, the number of programs that can be accessed from the menus, if they were set up that way, would make floppy disk accessing slow and cumbersome, plus there might not be enough storage space on the disk.

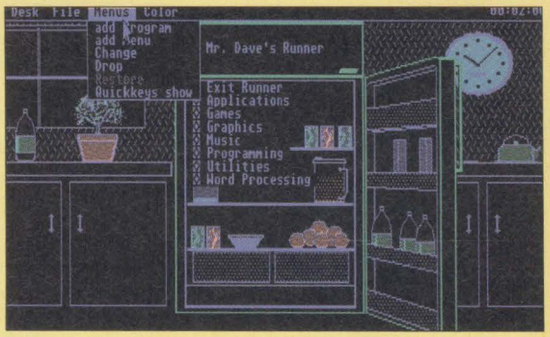


***Runner* can work in all three of the ST's resolution modes; here it is displaying the low resolution graphic screen that comes with the program**

Using the menu system, programs can be chosen by moving a cursor with either the keyboard or the mouse, while sub-menus – containing other programs – can also be set up, enabling you to arrange everything in an organised manner.

You can also customise the menu screens even further by including your own graphic screens in the background, with the menu box overlaid on top of it.

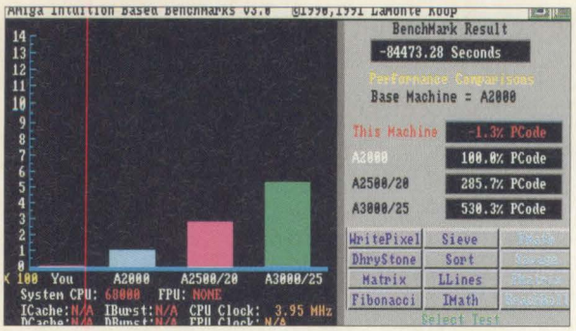
Setting up the menu screens is easy. Selecting Add Menu enables you to add the name of a menu to the main screen, and from within that window you can add further windows and



With *Runner* you can design your own attractive menu screens, incorporating pictures with the different items in the menus. This particular picture is in medium resolution mode.

file names. So, as the example menu that comes with the program demonstrates, you can have separate menus for utilities, applications and games each containing submenus which would in turn contain the actual programs.

Adding the programs to the menus is also straightforward. Click on Add Program and you



After performing a benchmark, *Amiga Intuition Based Benchmarks* displays a graph comparing the results of your machine with other Amigas

memory and whether or not they have maths co-processors, are also taken into account in the tests.

The data the program generates is based on 'general' comparisons – as the author puts it – and are not meant to be exact or reflect real-world performance, though he assures us that the program goes through a vast, thorough range of calculations to come up with its results. If you want more accurate results, though, the documenation also explains how to carry out your own analyses.

AIBB features a handy Be Selfish option. If you select it, then *AIBB* will make sure that no other programs are given any of the CPU's time while the tests are being carried out. This ensures that the results reflect the genuine performance of the processor and won't be affected by any other programs that could take up the processor's time. If you don't select the Be Selfish option, then even something as simple as moving the mouse pointer a few inches can affect the results.

In terms of presentation *AIBB* is well up to scratch, with a well-designed screen which looks quite attractive for such an 'unglamorous' program. The doc file also deserves a special mention – it is comprehensive and not only describes how to use the program in great detail, but also explains its shortcomings as well as its positive points.

The program only tests the speed of the computer in relation to the other computers on the basis of the standard tests at its disposal; it doesn't test the speed of the machine's devices or check to see whether custom chips, such as the Fat Agnus found in more recent Amigas, are present in the machine. So, compared to other programs that work in a similar vein, such as the impressive *SysInfo*, *AIBB* falls short.

That said, the program hasn't been designed to display a detailed profile of the hardware characteristics of your machine – it's just meant to compare the Amiga's speed with other Amigas and this, given the program's limitations, it does well.

AMIGA **77%**

VirusTool (Shareware)

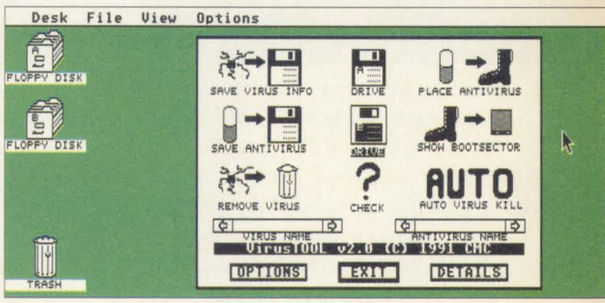
ST • 512K • Registration: £5 • Critical Mass, Unit 9, The Fishergate Centre, 4 Fishergate, York YO1 4AB ☎ 0904 670876

There are probably more virus checkers in the public domain than Oliver Reed has had hangovers, but still more arrive. *VirusTool* is a new desk accessory that checks disk bootblocks to see if they're infected by viruses.

The program is only capable of monitoring the bootblock for infection which rather limits it in the light of the new generations of viruses (link viruses especially), although the programmers mention that they may rectify this omission in the future.

As it stands at the moment *VirusTool* is capable of automatically detecting and removing bootblock viruses, loading and saving bootblocks for future reference, and can place anti-virus bootblocks on a disk so that *VirusTool* recognises them. These are all functions that, as far as a bootblock virus checker is concerned, are important to have.

VirusTool costs £5 to register. This entitles you to support for the program, information about upgrades and details of other shareware from Critical Mass, the programming team behind *VirusTool*. The program is a bit limited in terms of its overall virus-killing functions, largely because it can't do anything about the number of link viruses around. However it would be a mistake to ignore bootblock viruses, which also seem to be on the increase, and this is where *VirusTool* could be very handy. When used with a more powerful virus utility that can check for link viruses, the two utilities could join forces to provide overall virus prevention.



***VirusTool* is a handy desktop accessory that, when run, checks for, kills and prevents bootblock viruses infecting the ST**

ST **64%**

Lyndex (Shareware)

PC • 512K • CGA/EGA/VGA • Registration: £15 • T W Creighton, 2 Riverside Way, Kingsbury, Tamworth B78 2NS

Everyone's done it: accidentally deleted an important file that, once it's

cont. on p26

decent alternatives that you can operate purely from the keyboard?

get a file requester from which you can select a program on your hard disk; *Runner* will remember the name and path of it.

One friendly aspect of using *Runner* is that if it can't find the program it won't just exit back to the desktop forcing you to load it again; rather, it will give a choice of either returning to *Runner* to look for some other program or going to the desktop so that you can hunt the missing program down in the conventional way.

The program will run in all three of the ST's resolutions, so you could have a different background screen for each one if you happen to like a bit of variety in your life.

Runner is a powerful and easy to use program that enables you to find and load programs quickly and in an organised manner. Unfortunately, it is only of real benefit to hard drive owners. What a shame.

ST **83%**

OS CLI (Shareware)

ST • 512K • Registration: DM15 • Disk 1647 • South West Software Library, PO Box 562, Wimborne, Dorset BH21 2YD

Compared to *Runner* you could say that we're going further back in time with *OS CLI*, an implementation of a Command Line Interface, (or CLI) for the ST. Unfortunately, the documentation for the program is written entirely in German, but this doesn't mean it's unusable – far from it. It does mean, though, that to learn what the program can do you'll either need to learn the language or be extremely lucky with the 'try-it-out-and-see-what-it-does' method.

Quite a few of the standard CLI commands have been implemented, so you can type such things as DIR to get a directory, CD to change to another directory, and so on. If you know your way around a command line then you should be able to work out how to use the program. Because the doc file that comes with *OS CLI* is written in German, experimentation is the key to getting the most out of the program.

Should you incorrectly type in a line, or want to repeat a line you have previously entered, then just press the up cursor key to switch back to any one of your previously-entered lines.

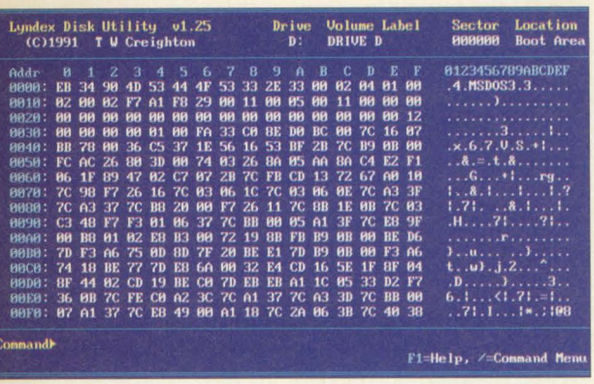
(Actually, the program's not called *OS CLI*, but its full name, *Anleitung zum Kommandozeileninterpreter*, is a bit more cumbersome – I just thought I'd mention it.)

While having a command line might make simple operations – at least simple in terms of how easy they are to carry out on the normal desktop – a more long-winded process to execute, a lot of people like to be more directly involved in the computer's actions. And at around £5.40 *OS CLI* is worth checking out.

```
CLI V1.0u (c) 2/91 Oliver Scholz
A:\OS_CLI\>help
ADDENV   ALIAS    BAUD     CD       CHDIR    CHMOD    CLICK
CLS      COPY     CP       CTTY     DATE     DELENV   DEL
DIR      DUMP     ECHO     ERA      EXIT     FKEY     FORMAT
FRE      GEM      HEAD     HELP     HIDE     HISTORY  HSHAKE
IGNORE   INVERT   LABEL    LOCK     LOGCNT   LOGIN    LS
LTTY     MAN      MFREE    MKDIR    MORE     MOVE     MS
MV       PASSWD   PATH     POPD     PRINTENV          PROMPT
PWD      REN      RENAME   REVIVE   RMDIR    RM       SETENV
SLEEP    STEP     TEE      TERM     TIME     TOUCH    TYPE
UNALIAS  UNHIDE   UNLOCK   VER      VERSION  WAIT     WC

A:\OS_CLI\>dir
Directory of A:\OS_CLI\ Jan 1, 1990 Mon 00:08:38

COMMAND.PRG     32810 26-02-91 23:36:16
COMMAND.TXT     51148 27-02-91 10:58:42
REVISION.TXT     2169 27-02-91 10:24:44

86127 Bytes in 3 Files

A:\OS_CLI\>type command.txt
```

If you really want to take control of your ST, taking a look at *OS CLI* could be the way to go – it enables you to type in a wide range of DOS commands via a command line, much like the PC and Amiga

ST **67%**



Examining disk sectors is but one function of *Lyndex* – it can also undelete and, if you're not successful, recover lost files and data

cont. from p25

too late, you realise you should have kept. What you needed was *Lyndex*.

Lyndex is a program for those more technically-minded PC users out there. It enables you to examine, edit and recover the contents of files and sectors on your disks. Because performing operations like this can be potentially dangerous to the data on your disks, it's probably better if you avoid using the program if you're not all that familiar with DOS.

To test out the program we deleted a couple of files and then tried to recover them again immediately afterwards. Under these circumstances, the program worked perfectly, the recovered file showing no signs of corruption. However, files that have been deleted for a while proved more difficult to recover as some of the information may have been irrevocably overwritten.

There is another option if the Undelete function is not successful. Called Rescue, what it does is gather together all the information that is still left on a disk from a deleted and partially overwritten file. It shoves it all into a file and attempts to make as much sense of it as possible. This isn't always successful, and requires a certain degree of knowledge about the way data is stored on disks, but if you've deleted a vital file then this is a viable option.

Lyndex is also capable of sorting directories into order, and the program's screen can be displayed in black and white or colour, depending on your preferences. All of these functions are accessed using menus at the top of the screen, moving between options using the cursor keys.

The program also has built-in help screens which can be called up at a any time. While the program does require a certain degree of PC literacy to use, the inclusion of these help pages is a nice touch and helps to make things a little easier.

Lyndex is a thoughtfully-produced program which does its best to make up for your mistakes. Care has to be taken when doing anything with disk data, as is is clearly pointed out in the documentation, so the program may be more suited to those who already have a good idea of how disks and data are set-up.

PC 69%

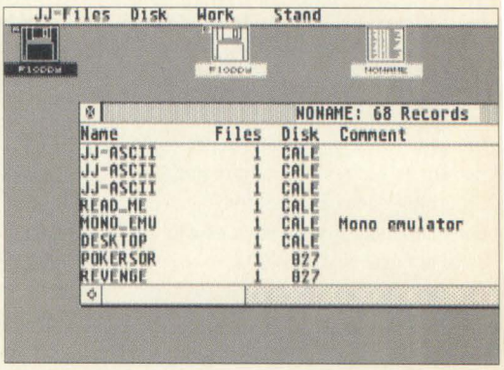
JJ Files (Shareware)

ST • 512K • Mono • Disk
AU143 • Registration: 3DM • Caledonia PDL, 250 Oldtown Road, Hilton, Inverness, Scotland IV2 4PT
☎ 0463 225736

Disks pile up pretty quickly when it comes to collecting PD and shareware software, and finding files can become a tortuous task at the best of times. It's this fact which has resulted in the invention of the disk cataloguing program, and *JJ Files* is one of the latest.

German in origin (yet another ST program coming from those shores) *JJ Files* only works on a mono screen; ideal for those who possess a mono screen, but requiring a mono emulator (also included on the disk) for those who don't. Though the program originally had German documentation, there are a few brief instructions in English; a full manual is available when the shareware registration fee is paid.

Using the program is a bit daunting at first – there is a



When run using a mono emulator, *JJ Files* may not look great, but it is still worth a look if you want to catalogue your disks

If a picture says a thousand words how come silent films needed captions?

VideoLab (Licenceware)

Amiga • £3.50 • Déjà Vu, 25 Park Road, Wigan, Lancs WN6 7AA
☎ 0942 495261

Suddenly the public domain seems to be flooded by video titling utilities for the Amiga. Last month we reviewed *AmNuts Video Viewer* (fast forward to our Back Issues page if you missed that literary masterpiece), and this month we've got *VideoLab* to look at.

VideoLab is another program that enables you to create your own titles or captions that can be displayed over a video image much in the same way as the rolling credits at the end of a movie or television programme.

VideoLab, so it says in the accompanying documentation, does not pretend to be anything more than a tool for creating effects for home movies. After all, the author reasons, most home video equipment can't cope with more than 280 lines of resolution anyway. (So the BBC, ever keen to look at ways of making programs on a shoestring, unfortunately won't be able to take advantage of it.) But for the amateur director *VideoLab* is more than adequate. Its main editing screen is well laid out, with the colours used and the program's settings all easily visible. You can set all the colours and type in your captions from this main screen while standard Amiga pull-down menus enable you to access the other effects, functions or alternative fonts.

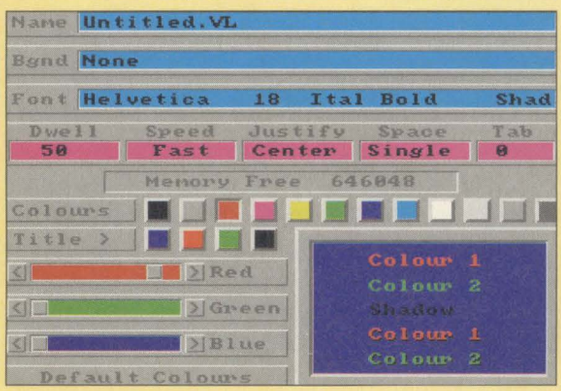
To use the program, you have to enter text with the program's rather clumsy built-in text editor. Typing text in is easy enough, but when you want to edit or delete lines, you virtually have to re-enter the whole document. A less frustrating alternative is to import a file that has been written in another program, such as a text editor, but the process is still more long-winded than should be necessary. Still, it beats the pants off *AmNuts Video Viewer*, which doesn't have a built-in text editor at all.

Once you've inputted the text, though, things couldn't be easier. Using the different menus you can select the font in which the text should appear, the size and style of the font and what colour each of the lines should be. Colours can be altered using the familiar Amiga RGB (Red Green Blue) sliders. Choose your combination of font, colour and background carefully and the results can be extremely effective, and much better than you might expect from the limited 320x200 pixels resolution under which the program works.

Text can appear on-screen in several different ways; it can scroll either vertically or horizontally across the screen; it can fade in gradually or just pop up; or it can appear and disappear letter by letter. Smart.

While there is little difference between the on-screen results that *VideoLab* and *AmNuts Video Viewer* produce, *VideoLab* is a much easier and friendlier program to use.

AMIGA 84%



This colourful menu screen fronts *VideoLab*, enabling you to set-up all the main features of your titles, including colours, fonts and styles...

...where results like this can be achieved quickly and without too much trouble. This (when it moves!) is a vertically scrolling title screen

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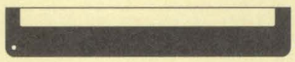
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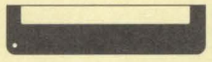
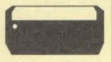

Citizen 120D etc **30 Ribbons**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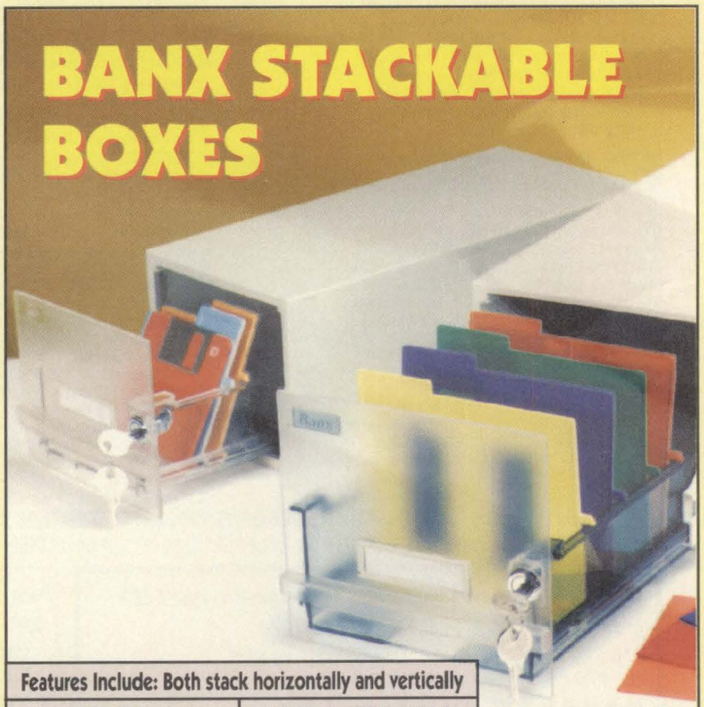

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- ☐ **ATM Fonts for Windows Vol. 6 (4 d)** – 30+ Additional fonts.
- ☐ **ATM Fonts for Windows Vol. 7 (4 d)** – 30+ Additional fonts.
- ☐ **ATM Fonts Utilities (3 d)** – Several utilities for managing your ATM fonts, includes column FontShow 4.3b, Fontmanager, WIN.INI, WPFMfix, Printer; apprentice, fINfo, and several other helpful utilities.

BUSINESS/HOME

- ☐ **Automenu 4.7** – Latest Ver. of this popular menuing program!
- ☐ **As-Easy-As 5.0** – Compatible to 1-2-3.
- ☐ **Brother's Keeper 4.5 (3 d)** – Fine, full-featured genealogy program.
- ☐ **Dancad 3D 2.5G (5 d)** – Wire-Frame drawing tool (HD).
- ☐ **Extra DOS Toolbox (3 d)** – Essential for the DOS user.
- ☐ **Express Check (2 d)** – To manage your cheque accounts!
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- ☐ **4DOS 4.0 (2 d)** – Replacement for Command Comm.
- ☐ **Grabber 3.93** – Capture text/graphics screens to COM file.
- ☐ **Home Inventory 4.0** – Keeps track of everything you own.
- ☐ **Job Oriented SpreadSheet 1.1 (3 d)** – Unique Spreadsheet-like approach to data management, analysis and reporting (HD).
- ☐ **Meal Master 6.31 (2 d)** – Comes with over 450 recipes.
- ☐ **Mr. Label 5.2** – Powerful & versatile label maker.
- ☐ **Ledgermaster (4 d).** Modular/Integrated accounts/invoicing.
- ☐ **PC-File 5.1 (3 d)** – General database program (HD).
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- ☐ **PC-Type 4 (4 d)** – Word processor. Spell, check, Mail Merge.
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- ☐ **PKZIP/PKUNZIP** – Tools to create/extract archives.
- ☐ **Power Menu 6.0 (2 d)** – Excellent file and menu manager.
- ☐ **Super WP 2.2 (4 d)** – Can emulate WordPerfect and others.
- ☐ **Sure Fire 1.0 (3 d)** – Integrated forms manager, database manager and a spreadsheet program and more.
- ☐ **McAfee Anti-Virus Kit 8.1 V85 (2 d)** – Collection of utilities designed to protect your system from viruses! This disk will find (and destroy) over 200 different Viruses & 500+ virus strains.
- ☐ **VgaPaint.** Full colour paint package. (VGA)
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CLIP ART (PCX)

Note: These disks contain clip art in PCX (PC-Paintbrush) format. They can be used with WordPerfect 5.0/5.1, PageMaker, Ventura Publisher, Windows or programs that read PCX files.

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- ☐ **Alphabet Soup (2 d)**
- ☐ **Animal woodcuts (9 d)**
- ☐ **Babies (2 d)**
- ☐ **Birds (2 d)**
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- ☐ **Holidays (3 d)**
- ☐ **Houses (3 d)**
- ☐ **Kids/Cartoons (2 d)**
- ☐ **Ladies (2 d)**
- ☐ **Men (2 d)**
- ☐ **Misc (4 d)**
- ☐ **Months**
- ☐ **Old F. banners (4 d)**
- ☐ **Sport (4 d)**
- ☐ **Teddy Bears (2 d)**
- ☐ **Travel (2 d)**
- ☐ **Wedding (3 d)**

EDUCATION

- ☐ **Amy's First Primer** – Six learning programs ages 4-8. (CGA)
- ☐ **Language Tutors** – ☐ German, ☐ French, ☐ Spanish, ☐ Italian, ☐ Cantonese, ☐ Japanese, ☐ Hebrew.
- ☐ **Lotus 2.2 Learning System (5 d)** – Learn Lotus easily and quickly.
- ☐ **Pre-School Education (2 d)** – A Collection of Simple tests and games with good reward, and lots of colours and sounds (CGA).
- ☐ **The DOS Learning System** – Learn to use DOS with this great program. Covers all versions of DOS 2.0-4.01.
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- ☐ **Tutor DOS (4 d)** – The supreme DOS tutorial. Everything you wanted to know about DOS and more! (HD)
- ☐ **Typing Teacher** – Five programs to improve speed and accuracy!
- ☐ **World 2.99** – Globe! Learn about cities & countries. (CGA).

EGA/VGA GAMES

- ☐ **Armada 1.0 (2 d)** – Game fashioned after Battle Ship.
- ☐ **Caddihack** – Golf game, great graphics.
- ☐ **Captain Comic 4** – Fabulous sound, graphics & more!
- ☐ **Commander Keen volume I** – Invasion of the Vorticons.
- ☐ **Commander Keen volume II (2d)** – Goodbye Galaxy.
- ☐ **Dark Ages** – From the creators of Commander Keen!
- ☐ **Duke Nukem** – Top quality arcade game 640K (HD).
- ☐ **Last Half of Darkness** – Graphics Adventure game.

CGA GAMES

- ☐ **Adventure Game Toolkit (3 d)** – To create adventure games.
- ☐ **Arcade Games 1** – Pac-man Hopper, Space Invaders, Fusion
- ☐ **Arcade Games 2** – 2-Double Q-Bert, Breakout, Beast
- ☐ **Basstour** – The ultimate fishing game.
- ☐ **CGA Tetris Collection (2 d)** – Ten great versions of this game.
- ☐ **Chess Challenges (2 d)** – 4 Good games + super Tutorial.
- ☐ **Commander Keen Volume II (2 d)** – Goodbye Galaxy.
- ☐ **Kids' Games** – Fun for the under-12 set.
- ☐ **Strategy Games** – Risk, Othello, Chess, Nyet and others.
- ☐ **Super Solitaire (2 d)** – 15 great variations.

WINDOWS 3.0 GAMES

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- ☐ **WordPerfect 5.1 Macros (2 d)** – Over 100 worthwhile macros.
- ☐ **WordPerfect 5.0/5.01 Tools** (2 d) – 17+ Fantastic utilities.

WINDOWS 3.0

- ☐ **Active Life 1.5** – Tremendous "Personal Information Manager".
- ☐ **Aporia** – Icon-oriented user interface.
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- ☐ **Cursor Utilities** – Alter the hourglass to any shape.
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- ☐ **Elana** – Easy change of System 1N1, Win.1N1, etc.
- ☐ **EZ FormMaster 1.2** – To design and/or modify business forms.
- ☐ **File Utilities (3 d)** – Utilities for finding, deleting, moving, copying, searching and viewing files.
- ☐ **Financier Plus 2.1** – Calculate amort. sched. & more.
- ☐ **Fractals & Mandelbrots (2 d)** – Fascinating/Startling graphics!
- ☐ **Grab Plus 6.0 (2 d)** – The Pop Up Address and Envelope printer.
- ☐ **Hi, Finance! 1.10 (2 d)** – Financial calculation and planning tool.
- ☐ **Hyperdisk 4.30** – Make Windows run 2 to 10 times faster.
- ☐ **Icon Utilities (3 d)** – Full set to create, review and manage icons.
- ☐ **Information Managers (3 d)** – A collection of Personal information managers, addresses and phone books, calendars and reminders with alarms.
- ☐ **Menu Systems (4 d)** – Make Windows even easier to use.
- ☐ **Metz Utilities (2 d)** – Full set of useful utilities.
- ☐ **Microlink 0.9A** – Powerful communications package.
- ☐ **Money Smith 1.2** – Double-entry accounting system.
- ☐ **Organize! 1.5** – Personal Information Manager.
- ☐ **Painless Accounting 1.0** – Full featured system.
- ☐ **Paint Shop** – Display, convert, alter and print pictures.
- ☐ **PC Project 3.0** – A very nice project manager for Windows.
- ☐ **Personal Invoicer 1.22** – Runs under EXCEL.
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- ☐ **Toolbook Programs Vol. 2 (2 d)** – More as above.
- ☐ **Toolbook Games** – A phenomenal collection of games.
- ☐ **Toolbook Tutor (2 d)** – Learn to use the Windows Toolbook.
- ☐ **Unicon 3.0C** – Great communications program.
- ☐ **Utilities for Windows (4 d)** – 50+ utilities that will help you get the most out of Windows, as well as making Windows easier to use!
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- ☐ **WinSpell (2 d)** – Spellchecker for most Windows programs.
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from 30

The best of the rest • The best of the rest • The best of the rest

You can't beat the public domain when it comes to handy tools that make using your computer that much easier to use. From replacement front-ends to graphics converters we've covered the lot, and some have been pretty darned hot, and here are the hottest from our first five issues

PC

❶ LHA Utilities 2.12 — Issue 2 — 95%

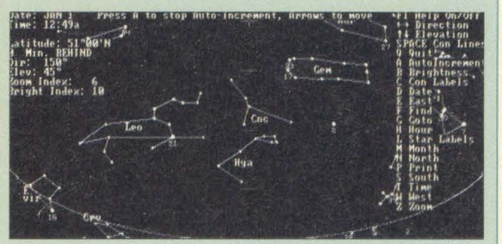
Software Services Shareware, 25 Maywood, Brynna CF7 9PZ

Archiving and dearchiving files has never been easier with this collection of powerful tools, guaranteed to compact large numbers of files into a much smaller single file.

❷ Shareware Selection — Issue 1 — 88%

Benetech Systems, 21 Loughborough Road, Leicester ☎ 0533 611231

23 disks containing a variety of programs, including a number of utilities that handle such things as disk copying, a keyboard accelerator plus a few other goodies.



Skyglobe*: one of many programs in the *Shareware Selection

❸ Searchlight — Issue 2 — 88%

Fantasia Shareware, PO Box 1231, Clutton, Bristol ☎ 0761 453716

One of the best bulletin board system (BBS) packages available anywhere, and this cut-down trial version is available as shareware!

❹ Winbatch — Issue1 — 85%

Omicron Systems Ltd, 45 Blenheim Crescent, Leigh-on-Sea, Essex

A handy utility that enables you to write your own batch files to control Microsoft Windows by using a powerful batch file control language.

❺ ASM 14 & CPU 24 — Issue 1 — 85%

Fantasia Shareware, PO Box 1231, Clutton, Bristol ☎ 0761 453716

Can't find the program you want? Why not write your own? These two programs work together to provide an entry-level introduction to writing PC programs in assembly. You write the programs using *ASM 14* and then run them within *CPU 24*.

❻ Scout — Issue 4 — 84%

Public Domain and Shareware Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL ☎ 0892 663298

A compilation packed with TSR (Terminate and Stay Resident programs) that can be recalled at the press of a key. Everything from disk formatting to executing programs.

❼ Printer Dolly — Issue 4 — 83%

Softcell Services Shareware, 25 Maywood, Brynna, Pontyclun, CF7 9PZ ☎ 0443 238630

Gives you control of your printer no matter what program is running. Supports Hewlett Packard Diskjet and Laserjet, Epson LQ series and Cannon BJ10e bubble jet printers.

❽ Flexibak Plus — Issue 1 — 82%

Fantasia Shareware, PO Box 1231, Clutton, Bristol ☎ 0761 453716

Flexibak Plus enables you to make regular back-ups of your drive, but only backs up the files that have changed since the previous back-up, reducing the time the process takes.

❾ Wizard, PopUp & RW Menu 2.03 — Issue 2 — 82%

Softcell Services Shareware, 25 Maywood, Brynna, Pontyclun CF7 9PZ

A collection of three different DOS replacement front-end programs that make running your programs as simple as pressing a couple of keys.

❿ Disktree — Issue 3 — 82%

PSA, Tarnwood, 10 High Street, Tadlow, Near Royston, Herts SG8 0ES ☎ 0767 23302

One of the most powerful DOS front-ends that makes basic and more advanced disk functions easily accessible by displaying file information in the form of a graphical tree.

ST

❶ GFA Basic 2 — Issue 1 — 95%

Riverdene PDL, 30a School Road, Tilehurst, Reading ☎ 0734 452416

Once commercially available, this is a fully working version of the GFA Basic programming language, one of the best versions of BASIC available for the ST.

❷ Empire Soundtracker — Issue 1 — 91%

Riverdene PDL, 30a School Road, Tilehurst, Reading ☎ 0734 452416

Now you can create music along the lines of the tunes found in games and demos – *Empire Soundtracker* enables you to sequence four channels of samples to make the music, even in stereo if you're lucky enough to have an STE.

❸ Hitchhiker's Utilities Disk — Issue 4 — 86%

Office PD Choice, Suite 14, Avon House, Town Centre, Cumbernauld G67 1EJ

A compilation of utilities which do everything from custom disk formatting to disk cataloguing and lots more besides. Very powerful and well worth a look.

❹ The Duplicator — Issue 4 — 85%

Softcell Services Shareware, 25 Maywood, Brynna, Pontyclun, CF7 9PZ ☎ 0443 238630

A copying program that copies complete disks in one go as opposed to file-by-file. A couple of handy extra features puts this piece of software ahead of the pack.

❺ Gemini — Issue 2 — 85%

Arrow PD, 6 Kents Orchard, Perry Street, South Chard, Somerset TA20 2QB

One of the most powerful and attractive desktops for the ST that replaces the normal GEM operating system display and makes the computer more friendly to use.

❻ Video Master — Issue 5 — 84%

South West Software, PO Box 562, Wimborne, Dorset BH21 2YD

Use this Budgie program to create your own video titles using simple Amiga text files, re-sizing them to create special effects.

❼ Deskjet Utilities — Issue 1 — 82%

Arrow PD, 6 Kents Orchard, Perry Street, South Chard, Somerset TA20 2QB

If you have a Hewlett Packard Deskjet printer then this is a disk you can't afford to be without – it contains 16 useful tools to use with the peripheral, including an address labeller and a *Degas* screen dump tool.

❽ Double Click Utilities — Issue 3 — 82%

Floppyshop, 45 Provst Graham Avenue, Hazelhead, Aberdeen

A selection of small-but-useful utilities that perform such varied functions as magnify the screen, put the mouse pointer in the centre of the screen and display disk information. Most are unusual and all are handy.

❾ ZX-81 Emulator — Issue 5 — 81%

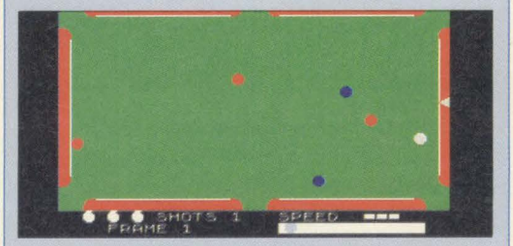
ST Club, 2 Broadway Nottingham NG1 1LX ☎ 0602 410241

Even the black and white ZX-81 can be emulated – this program comes with over 40 programs that let you reminisce about the early days of computing.

❿ ZX Spectrum Emulator — Issue 5 — 79%

Riverdene PDL, 30a School Road, Tilehurst, Reading ☎ 0734 452416

A good attempt to emulate the venerable Sinclair Spectrum, and while it isn't able to load original programs off tape it can run BASIC programs.



The game of pool as seen on the ST's *ZX Spectrum Emulator*

Amiga

❶ MessySID — Issue 3 — 93%

Strictly PD, 11 York Place, Bristol BS1 5UT

A combination of *SID* and *MessyDOS*, this essential tool not only enables you to transfer files to and from Amiga disks, but to PC disks as well.

❷ SID 1.6 — Issue 1 — 92%

George Thompson Services Ltd, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts AL9 6JB ☎ 0707 664654

Of all the utilities available for the Amiga, *SID* is an essential program to have, as it makes all file operations quick and easy to perform.

❸ Super C — Issue 2 — 88%

Essex Computer Systems, Freepost, Basildon, Essex SS16 4BR

CLI utilities galore are to be found on this disk. A large number of tools that do things like displaying IFF images, checking for viruses and speeding up the mouse pointer.

❹ ImageLab — Issue 4 — 87%

Ed Lib, Scotland Farm,Stockwood Road, Brislington, Bristol

If you've created a picture in a paint package and it's not quite right then *ImageLab* is a powerful editing tool that enables you to make the alterations you want.

***ImageLab* enables you to manipulate images in many ways**

❺ Windows Bench — Issue 3 — 86%

NBS, 1 Chain Lane, Newport, Isle of Wight PO30 5QA ☎ 0983 529594

Not a total replacement for the Amiga's Workbench display, this disk makes it look like Windows on the PC, as well as providing a number of crucial utilities, including *SID*.

❻ DeafLab — Issue 2 — 85%

George Thompson Services Ltd, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts AL9 6JB ☎ 0707 664654

A program for the deaf or hard of hearing, this program enables you to convert text messages to sign language, and very good it is, too.

❼ Sound Studio — Issue 4 — 84%

AmigaNuts United, 169 Dale Valley Road, Hollybrook, Southhampton

If your samples don't sound quite the way you want them to, then you can use *Sound Studio* to customise them to your specifications.

❽ AnimBridge — Issue 5 — 83%

17 Bit Software, 2/8 Market Street, Wakefield WF1 1DH ☎ 0924 366982

This highly-friendly program enables you to comvert animations between different standards, all from an easy-to-use front-end.

❾ ARTM — Issue 1 — 82%

17 Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982

If you want to view the inner workings of the Amiga's Exec system or customise it then this program displays all the relevant information on-screen and lets you to edit it.

❿ Mackie — Issue 1 — 82%

George Thompson Services Ltd, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts AL9 6JB ☎ 0707 664654

A versatile CLI macro utility that enables you to call up the program of your choice simply by pressing a specified series of keystrokes.

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...'COS WE KNOW WHERE YOU LIVE!

A number of different fonts are available in *Quick Titles*, a program that lets you create your own title screens

cont. from p29

so there's no excuse for ending up with a load of samey screens.

Using the program is surprisingly easy. Setting up a title screen is done in a series of steps:

1 Choose the border
2 Choose the font and its characteristics
3 Type in your messages (changing the font as you go if you need to)
4 Save the file

At any stage you can press the ESC key to return to the previous or the main menu, enabling you to re-edit the screen or start all over again.

As you go through each stage you can view the options open to you to see what the different borders, fonts and styles will look like on-screen. Each option has a number, so choosing the one you want is simply a matter of typing in the number of the option you want to use.

After you've designed your screen it can be saved in one of several different formats: as a standard ASCII text file; as a *Wordstar*-compatible document; as a *Quick Basic* string; as a *Turbo Pascal* procedure; or in a C compiler-compatible format.

This shareware version of *Quick Titles* only lets you create black and white title screens. But pay the $25 registration fee to get the latest colour version which also has more fonts.

Quick Titles definitely lives up to its name: it's a quick and easy way of designing your own title screens, and its results can be used by most PCs and applications. While the nature of the program is hardly going to make people jump up and down with excitement, it does its job very well and if you want to create your own title screens this is the one to go for.

PC 84%

Elf-Boot (Shareware)

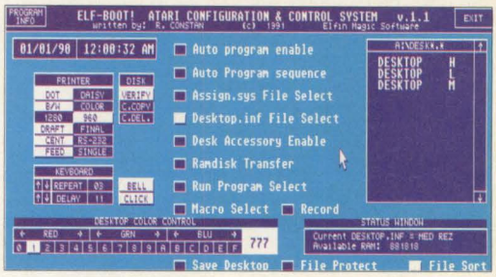
ST • 512K • Registration: $15 • Disk DMG-27 • ST Club, 2 Broadway, Nottingham NG1 1PS
☎ 0602 410241

One of the handy things about the ST's desktop is that you can customise it to suit your tastes and the way your system is set-up. *Elf-Boot* is a program that enables you to do this easily, even keeping multiple start-ups on a single disk.

This start-up file, which is usually called something like DESKTOP.INF, contains information about the colours of the desktop, printer configurations and delay settings among others. Rather than have just one of these files on a disk, *Elf-Boot* enables you to have up to 50, so you could customise the settings for virtually any program you want (although if you had this many start-up files you'd really be much better off having a hard disk).

Elf-Boot also enables you to change the running order of files in your AUTO folder, which are run when you first boot up with the disk with the AUTO file in the drive. If you have a hard drive then you can put *Elf-Boot* first in your AUTO folder (and this is what the doc files recommend you do) so that it appears when you first boot up. This lets you select or change the configuration as you go.

The program also enables you to automatically select a default desktop file based on the resolution of the monitor you are currently using. This avoids the frustrating problem of booting up a disk in one resolution and having to change it to run a program.



***Elf-Boot* is a powerful utility that makes it easy to set up and customise your ST's desktop and the way its disks boot up**

Another feature of *Elf-Boot* is its ability to automatically transfer up to 50 predefined files into a RAM disk as soon as you boot up. Again, to be able to use this function to its full extent would really require a hard disk and a lot of memory, although it might well be possible with an unexpanded machine and very small files.

For people who don't have a battery-backed clock in their machine *Elf-Boot* also enables you to set the time and date manually whenever you reset and boot the machine, so that you can at least attempt to keep track of how recent your files are.

All of these functions are accessible from an attractive menu screen which is clearly laid out; so well laid out, in fact, that most people familiar with using the ST should be able to use the program straight away without having to read the instructions. But don't worry if you do need help because there is a large and very informative document file on the disk for those who are unsure of how to use the program, or want to know how to use it to its full ability.

Elf-Boot is a program I'm sure that many ST owners, particularly those with hard drives, would find very handy. Not only is it easy to use, it's also powerful and enables you to change every aspect of booting up a disk on your ST and, for hard drive owners in particular, lets you have multiple boot-up procedures.

ST 84%

Another contender in the easier file functions challenge

DOS-Manager (Shareware)

Amiga • 512K • $20 • Disk T-Bag 61 • AmigaNuts United, 169 Dale Valley Road, Hollybrook, Southampton SO1 6QX

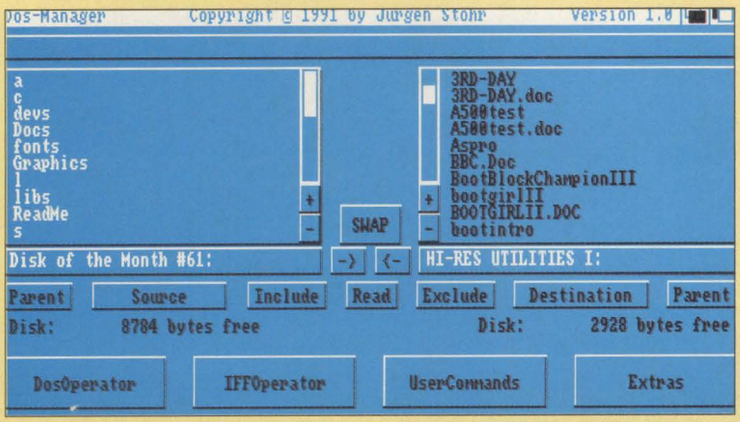
Yep, this is another one of those programs designed to make using the Amiga easy, just like *SID* and umpteen other similar utilities. Don't get the wrong impression, though – all of these type of utilities work well, it's just that it's hard to improve on a tool such as *SID* which is so good its supremacy seems unassailable. But while *DOS-Manager* doesn't quite knock *SID* from its pole position it makes a pretty good challenge.

When the program loads you're presented with the main display screen, which is split into two; one side shows what's on the source disk, the other for the destination. At the bottom of the screen are four requester buttons, each of which accesses other functions:

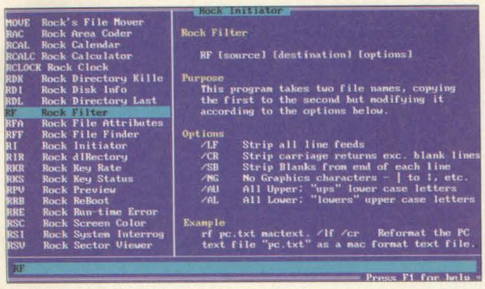
- The DOS Operator menu contains standard commands such as copying, deleting, and moving files. It also lets you send directory listings and text files to a printer.
- When the IFF Operator menu is selected, you have the choice of two functions. Show Picture enables you to view a standard IFF picture, as produced by most Amiga art programs, while Play Sample lets you play a standard IFF-8SVX sound sample. Unlike some similar programs, these functions are built-in so other utilities don't have to be accessed by *DOS-Manager* in order to display or play these files.
- The User Command menu lets you create and edit 12 of your own commands so that you can run programs from *DOS-Manager*. Just click on the Change icon, then on the user command you wish to change, enter the command and its parameters, and there you have it.
- The final menu, called Extras, lets you access other functions, such as formatting a disk, changing the colour palette of the program and re-labelling disks. All quite handy.

All these functions are easy to use and handy, making *DOS-Manager* a viable alternative to the *SID*s of this world. Not at all bad at $20 (about £12).

AMIGA 83%



Apart from providing most standard AmigaDOS disk and file-related functions, *DOS-Manager* also enables you to view IFF pictures, hear IFF samples and run your own programs from it


Rock Initiator
MOVE Rock's File Mover
RAC Rock Area Coder
RCAL Rock Calendar
RCALC Rock Calculator
RCLOCK Rock Clock
RDK Rock Directory Kille
RDI Rock Disk Info
RDL Rock Directory Last
RF Rock Filter
RFa Rock File Attributes
RFF Rock File Finder
RI Rock Initiator
RIR Rock dIRectory
RKR Rock Key Rate
RKS Rock Key Status
RPV Rock Preview
RRB Rock ReBoot
RRE Rock Run-time Error
RSC Rock Screen Color
RSI Rock System Interrog
RSV Rock Sector Viewer
Rock Filter
RF [source] [destination] [options]
Purpose
This program takes two file names, copying the first to the second but modifying it according to the options below.
Options
/LF Strip all line feeds
/CR Strip carriage returns exc. blank lines
/SB Strip Blanks from end of each line
/NG No Graphics characters - | to !, etc.
/AU All Upper: "ups" lower case letters
/AL All Lower: "lowers" upper case letters
Example
rf pc.txt mactext /lf /cr Reformat the PC text file "pc.txt" as a mac format text file.
RF
Press F1 for help

Rock Intiator, a program that lets you create your own menus, is one of the 31 programs included on *The Rock Utilities* disks

- *Rock Directory Killer* deletes the entire contents of a directory including all files and sub-directories
- *Rock Disk Information* lists the details of the valid drives, boot sectors, the version of DOS, etc
- *Rock Filter* translates a text file into another one without line feeds, carriage returns, graphics characters, depending on how you set it up
- *Rock File Finder* erases one of two matching files on a disk
- *Rock Initiator* enables you to set up your own menu screens to access other programs using the cursor keys
- *Rock File Attributes* displays the attributes of files in a directory; telling you whether they are executable, archives or whatever
- *Rock System Interrogator* shows the system configuration: the version of DOS you have, processor, number of ports, amount of memory, type of disk drives, that sort of thing
- *Rock Word Count* counts the number of words in a text file or the number of files in a directory that contain a particular string
- *Rock Zero Free Space* overwrites the free space on a disk to stop anyone accessing deleted data. It does this by writing a file of zeros until the disk is full, then erases the file
- Plus (as they say in K-Tel adverts) 21 others.

They are all fairly useful, but the ones already listed are worth getting the disk for alone.

The Rock Utilities is a good collection of varied and handy tools; many of them the sort of programs that you'll be wondering how you ever did without them before.

PC **83%**

DOSHelper (Shareware)

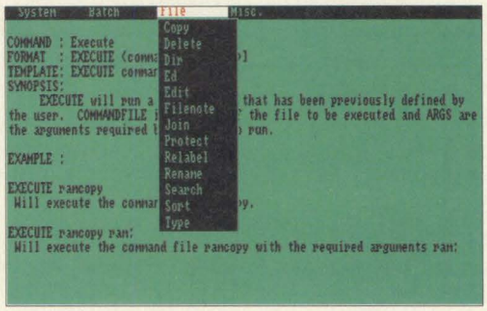
Amiga • 512K • Registration: $10 • Disk 1413 • 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH ☎ 0924 366982

For the newcomer to computers, the Amiga Command Line Interface, or CLI, can be a daunting prospect. While it is a logical and reasonably powerful way of using the computer, memorising the commands and their various options can be an awesome task for someone new to computing.

DOSHelper has been designed to go at least part of the way to helping you understanding the intricacies of AmigaDOS. It's not a tutorial or an educational tool; rather it is a program that can be run in the background and, when called up, gives you a listing of commands and a general description of how they can be used.

The different commands are all accessed from standard Amiga pull-down menus, and selecting one of the commands then brings up a page of text with the command's details – its capabilities, options, etc.

DOSHelper was written back in 1986, in the very early days of Amiga computing, so it is a bit out of date; for example, there's no mention of more recent DOS commands, including those for Workbench 2.0. However, the program does explain the most basic commands of the operating system, and its convenience goes some way to belying its age.



Most Amiga DOS commands are detailed in *DOSHelper*, each command being selected from pull-down menus

AMIGA **59%**

Quick Titles (Shareware)

PC • CGA/EGA/VGA • 512K • Regestration: $25 • Disk 885 • Testware, 46 The Avenue, Harrogate, N Yorks HG1 4QD ☎ 0423 880471

At first *Quick Titles* seems just another program designed to enable you to create text-based title screens for use in your own programs or as a sleep or welcome screen.

The program uses line-drawn characters that are part of the standard PC character set, so they can be displayed on any PC. So, rather than having to create your own titiles by typing in 'I' and 'O' loads of times in the right positions on-screen to form larger characters, the program provides a range of ready-made fonts already constructed in this way. Once you have chosen a font and style the style you want it, you can type in your titles much the same way as you would use a text editor. It even features word-wrap and text centring.

There are four main fonts from which to chose – medium, outline, block or large – which can be displayed in a variety of styles. There is also a choice of 53 different types of borders,

cont. on p30

that's alright! Converting and manipulating pictures has never been easier

- reversing the colours, so that the image looks like a photo negative
- rotating and flipping the image
- scaling the image to different sizes
- reducing the number of colours used to make up an image
- effects such as sharpening, softening or spatial posterising (effects that make the image go all 'blocky')
- cropping the image to a different size

Basically, whatever you want to do to an image, with *Graphic Workshop* you probably can. Some of these functions would only be of use to people who are seriously into manipulating graphics, but the number of effects available make it invaluable if this is what you want to do; it features effects that can usually only be found in packages costing much more.

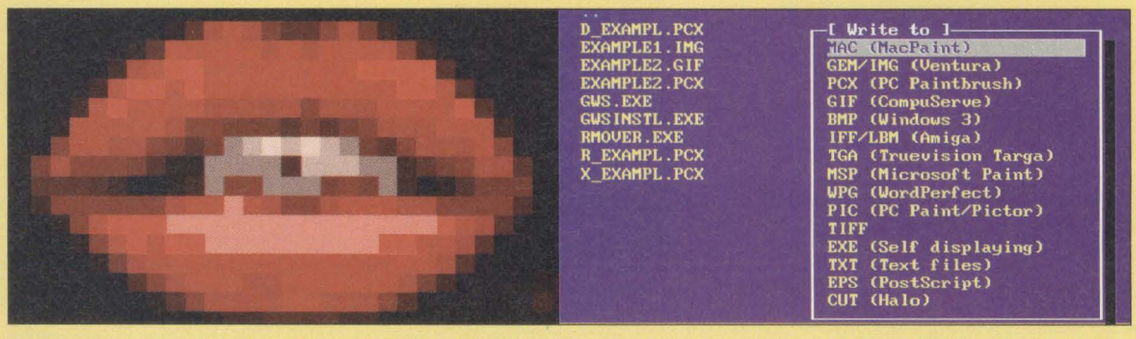
The program is also extremely easy to use. Its functions are displayed in the bottom quarter of the screen, while the files, and directories that contain any files, which the program can load are displayed in the remainder. Once you have chosen a file – a matter of selecting it with the cursor keys and pressing return to display it or one of the functions to manipulate it – the program checks to see whether it is the correct type before it allows you to display, convert or alter it. Some of the functions take a while to carry out, but an indicator bar shows you how quickly things are progressing. If you have a scanner then you can even scan an image straight into the program.

Full details of all these functions are included in the comprehensive (and at almost 40K, rather long) document file which is intelligently-written and explains all the program's functions and a lot of the terminology.

Paying the *Graphic Workshop*'s registration of $40 (which works out at about the £24 mark) entitles you to notification of upgrades, the latest version of the program, plus several other graphics-related programs from *Workshop*'s developer Alchemy Mindworks.

Overall *Graphic Workshop* is a powerful tool that is almost worth looking at for its conversion features alone. The fact that it enables you to manipulate the images as well makes it definitely worth having a look at if you need these functions or think you might.

PC **89%**



these functions are achieved from simple menus. The program can also display and convert a wide range of standard image file types (far right)

cont. from p26

bewildering range of options relating to what information should be included in the catalogue, and you have to decide whether you want to add descriptions to the program names.

Once you've sorted out what's what, though, the rest is plain sailing. Just pop a disk you want to catalogue in your drive, select Read Directory to see what files the disk contains and their details are automatically fed in to the database. Follow the same procedure with a few more disks and gradually you build up a comprehensive listing of your disk collection. You can chose to give each disk a name or number, or the program can read the disk's existing titles. Now it's a doddle to find out on what disk that file you're after is hidden or check out the number of files in a subdirectory.

Extra information can be included by selecting the Fill In Fields option, which enables you to add such details as the size of the file, your own comments and description, as well as putting the file into a particular category, such as game or utility. The names of the files can then be sorted in various ways, including alphabetically or according to category.

JJ Files is one of the better attempts at a disk cataloguing program for the ST. Unfortunately, because of its mono nature the program is a bit fuzzy even on specially-designed monitors – some of the smaller lettering is almost unreadable. So if you have your ST linked to a normal TV set, it could limit the program's usefulness severely.

AMIGA 72%

Huge (PD)

Amiga • 512K • Disk 1417 • 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH ☎ 0924 366982

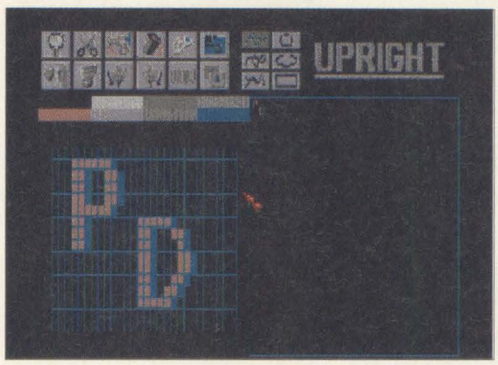
When it comes to designing and drawing images on the Amiga, the *Deluxe Paint* range is pretty much the bee's knees, possibly the best for any computer. So, a rival graphics program has an uphill battle to try and compete with Electronic Arts' baby, particularly if its origin is in the public domain.

As a consequence, most PD authors don't bother to write art packages at all – apart from ones aimed at children – preferring to improve the handling of other graphic-related functions. This is where *Huge* steps into the fray.

This tool enables you to design and edit sprites, icons and images, saving the data in a form that can be used by most standard Amiga utilities.

Full control is given to adjusting the object's screen mode and colours, and all the standard drawing tools available: points, lines, boxes, circles, ellipses and connected lines. There is also a Zoom option which enables you to see what you are doing in close-up detail.

Once objects have been created, they can be saved. Images and sprites don't have the colour palette information included with the saved file. This has to be saved separately from within the program, for the programmer to include in their own assembly or C programs. Sprites are saved as C source code, following the Amiga standard for such objects.



Using a simple arrangement of icons and tools, *Huge* enables you to design sprites, icons and standard images on the Amiga

When you're drawing icons, you can select whether it is going to be used for a program, a drawer, disk, tool, trash can or any one of a number of other functions.

Overall *Huge* is a competent program and well thought out, offering features that can be found in several other tools, but rarely included in a single tool. Quite why it's called *Huge* is difficult to fathom – perhaps it's because, being a graphics program, it takes up a huge amount of memory?

AMIGA 71%

The Rock Utilities (Shareware)

PC • CGA/EGA/VGA • 512K • Disks 2790A,B • The Public Domain and Shareware Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL ☎ 0892 663298

Crammed on to two disks, *The Rock Utilities* is a compilation of 31 programs capable of performing a wide range of useful (and not so useful) functions on the PC.

Quite a few of the programs are upgraded or more powerful versions of standard DOS commands, extending them in various ways, while others are able to do more unique functions.

Here's a list of what some of the more interesting ones can do:

- *Rock Calendar* displays a handy monthly calendar for any month or even an entire year
- *Rock Clock* is a 12 or 24 hour clock program which can also be loaded as a TSR that can be called up with the press of two keys

Dither it, invert it, anyway you want it, as long as you do it with Graphic Workshop

Graphic Workshop 2.56 (Shareware)

PC • EGA/VGA • 384K (at least 640K recommended) • Registration: $40 • Disk PCI-562 • PC Independent User Group, 87 High Street, Tonbridge, Kent TN9 1RX ☎ 0732 771512

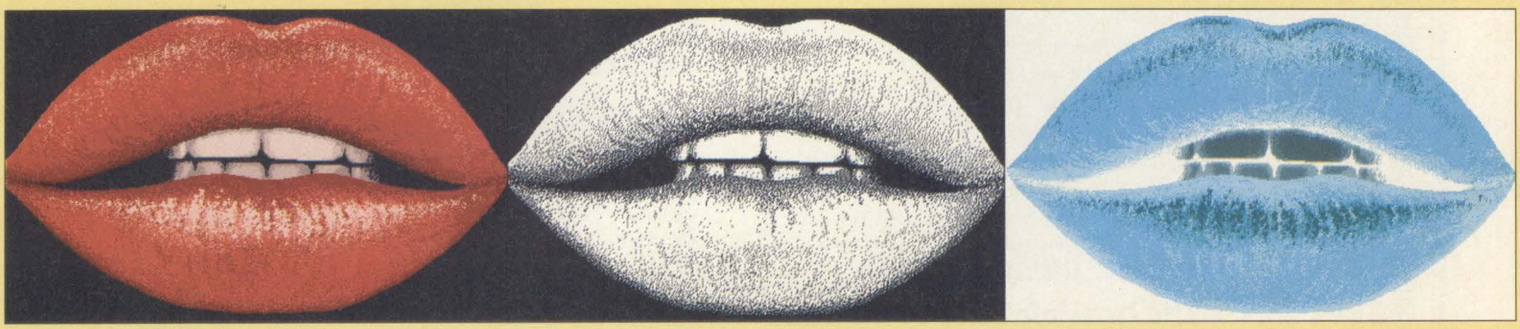
Because computers are now capable of displaying some pretty impressive images and amazing animation effects a lot of different graphics standards have been developed to try and cope with various resolutions on the different machines. This is fine if you own one machine and want to stick to one standard, but unfortunately very few graphics programs handle every standard. This can make things extremely difficult, perhaps even impossible, if you want to import an image saved in one standard into an art package that cannot handle it.

Enter *Graphic Workshop*, a program that enables you to display and convert images of different standards and a lot more besides. So, for instance, you could get an IFF image from the Amiga, load it into *Graphic Workshop*, and then convert it to whatever standard your art or DTP package can handle.

Graphic Workshop can convert a wide range of standards: GEM, IMG, PCX (*PC Paintbrush*), GIF (Compuserve), BMP (Windows), IFF/LBM (Amiga, *Deluxe Paint*), TGA (Truevision Targa), MSP (*Microsoft Paint*), WPG (*Word Perfect*), PIC (*PC Paint, Pictor*), TIFF, EPS (PostScript) and Halo.

The program can also be used to manipulate images in various ways, including:

- dithering (converting colour images to black and white)
- converting them to grey scales



Using Graphic Workshop, Warholesque transformations can be made to images. Here one of the example images (on the left) has been dithered, reversed and then (other page) spatially posterised. All of

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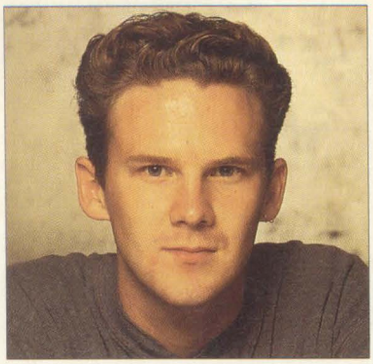

Fall out of an aeroplane in the morning, watch cricket in the afternoon and spend an evening in the arcades. It's all in a day's gaming. Adam Waring leads the way...

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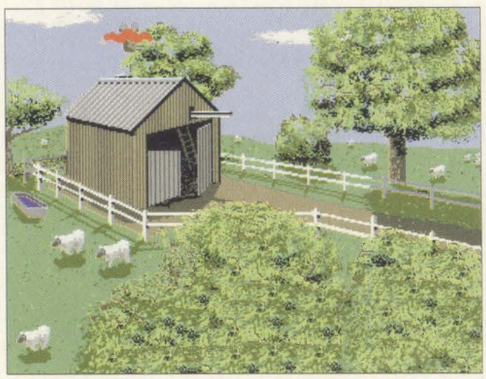
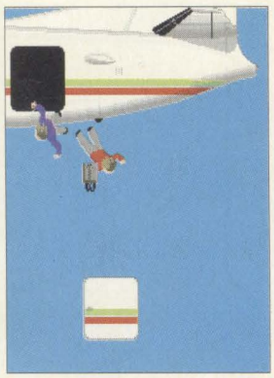
Parachute Joust (PD)

Amiga • 1716 • 17 Bit Software
1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH
☎ 0924 366982





16,000 feet up with nothing but thin air between you and something very hard and round. Fight it out for the 'chute that's the only thing that can stop you from making a sticky mess on the ground

There are three things you should never forget when travelling by Armenian airlines: your passport, your suntan lotion and your parachute. This game puts you in the situation of leaving the 'chute at home and finding yourself 16,000 feet up with nothing but clouds to stand on.

There is only one other guy travelling in the plane, and he's remembered to bring along the essential item. It's either you or him, and so as you plummet earthwards you have to battle it out with each other for custody of the lifesaving item.

Possession of the parachute adds wind resistance and so slows down your descent, giving your opponent the chance to catch up with you. The two players continuously snatch the all-important 'chute from one another until the altitude is low enough for it to open. One of you floats to safety; the other has a rather more sticky landing.

The graphics are big and quite impressive, especially those of the giant plane you leap from. The gameplay is severely limited, though, and merely involves steering into each other a lot. That's about the size of it.

It's very silly and may provide a small amount of amusement for a couple of plays, but after that you'll be keeping your feet firmly on the ground.

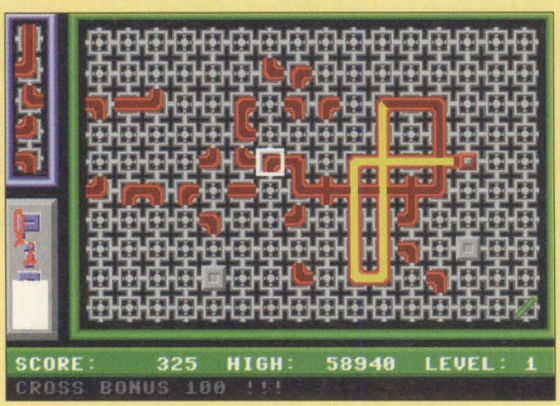
AMIGA **32%**

Is leaving school with a CSE in fixing leaky pipes the correct qualification for playin

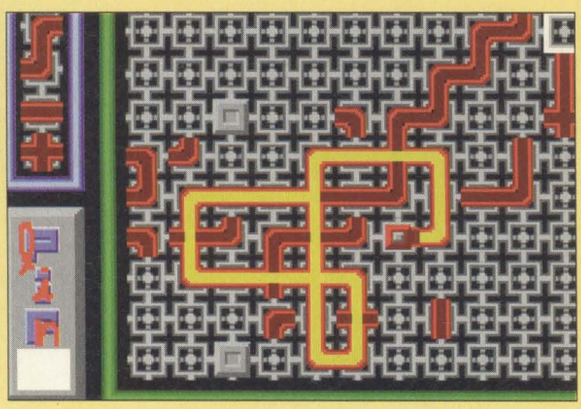
A couple of years ago the arcades were dominated by an unlikely game. Unlikely because its theme wasn't kicking in ninjas or showing aliens the wrong end of a plasma rifle. That game was *Pipe Mania,* and its subject matter was plumbing.

Why was it so popular? Because it was so much fun – that's why! It was simply dripping (sorry!) with addictiveness. A pipeline needs to be built to contain the water that's about to start flowing. You have a few seconds' head start and the pipeline needs to be long enough to contain an increasingly larger volume of water with each level.

The trouble is, you're given the sections of pipe in a random order, and you can only see the next five to come. Horizontal, vertical, corners and cross pieces are on offer. It's you against the clock and you have to plonk the pieces down in the order they come, so planning ahead is vital. Now you can play the game for next to nothing – a couple of PD variations have leaked on to the Amiga...



Lay down the pieces to accomodate the water flow. Creating crosses scores you bonus points and looks pretty impressive too



You have to be careful in this version as making a mistake is fatal. Any pieces you're not sure about should be laid down any-old-where

Pipeline (PD)

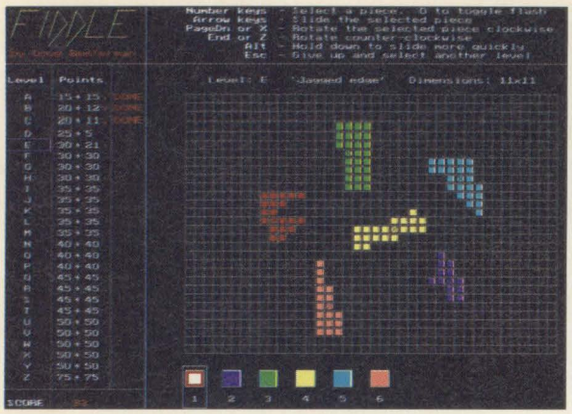
Amiga • 1534 • 17 Bit Software
1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH
☎ 0924 366982

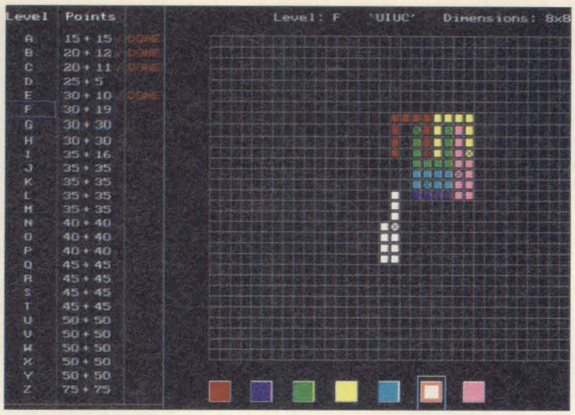
A rather groovy tune plays as you to plonk the pipe sections down in *Pipeline*. The playing area's quite large because the pieces are quite small, giving plenty of room for expansion. Put a piece in the wrong place, though, and tough – there's no way of replacing it with the piece you want.

You have to build enough pipeline to contain a certain amount of fluid for each level. Once the water's flowed through the required amount of piping, then it's on to the next level. Once the quota's been filled then you can't lay down any extra pipes in fancy shapes for bonuses (as you could in the original); you just freeze. A bar on the left tells you how much more pipeline you have remaining to lay.

It plays OK, but there are a few drawbacks playability-wise and besides, there's a much better version available...

AMIGA **58%**


FIDDLE
Number keys - Select a piece. 0 to toggle flash
Arrow keys - Slide the selected piece
PageUp or X - Rotate the selected piece clockwise
End or Z - Rotate counter-clockwise
Alt - Hold down to slide more quickly
Esc - Give up and select another level
Level Points
Level: E 'Jagged edge' Dimensions: 11x11



***Fiddle* is a game for squares. Slide the pieces together so that they all fit snuggly together. Once you've done one, there are 25 more to go...**

Fiddle (PD)

PC • VGA 640k • SMS Shareware
19 Corshalton Rd, Camberley, Surrey GU15 4AQ ☎ 0246 681864

Fiddle is based on one of those puzzles you sometimes get in Christmas crackers. You have a set of geometric pieces that need to be fitted together to form a square.

There are 26 puzzles, each selected by a letter of the alphabet. They start off dead easy with just three pieces to get your head round, but can get very complicated indeed with large, fiddly shapes and numerous pieces that need to be slotted together.

Each part that makes up the square is a different colour and the correct piece is selected using the number keys. Then it can be rotated by 90 degrees and shifted about the screen in order to get it to fit.

The puzzles can be attempted in any order, but they are arranged in ascending levels of difficulty. In fact, you'd be wise to attempt them in the 'proper' order as the levels are timed; you start off with a score of 2,000, but the longer you take the more points you lose. If one level proves particularly taxing it's sometimes for the best to cut your losses and come back to it at a later stage.

Although fairly basic, *Fiddle* is well-presented. This is not surprising as it requires a VGA display to run and this is going to place the game off limits for a lot of users. A pity really, as it's quite a good game and could do with a little more exposure.

For those who have the minimum system requirements and a logical mind, the game will prove to be quite a challenge. 26 challenges, actually.

PC **84%**

Fruit Pursuit (Shareware)

ST • Registration: £5 •
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0734 452416

All those hypnotic flashing lights, eardrum-bursting sounds... it's enough to drive a man stark raving mad.

The fact is, fruit machines are more addictive than heroin. It's an expensive habit too, and can see half your pay packet disappear in the pub on Friday lunch time.

Play *Fruit Pursuit* on your ST, and you could find yourself spending your beer money on beer rather than feeding the fruit machine. In this game you don't play for money, rather to move a playing piece about on a simple game board. Up to four players can take part and play against each other, the aim being to get your playing piece past the post first. In a one-player game you compete against the clock and have to beat strict time limits while getting round the board.

There are some pretty advanced features that you wouldn't find on that fruit machine down at the Slug and Lettuce; as well as the usual Nudges and Feature Holds lighting up every now and again, there are all sorts of sub games that you have to play. Most of them seem bewildering at first, but after a little time you'll work out what you're supposed to be doing.

People play fruit machines for one reason only; the lure of winning enough cash to pay for the evening's beer, a packet of fags and a bag of chips afterwards. Obviously there's no way to win cash out of your ST, and this is the reason for the board game section, which is rather simplistic and tacked

cont. on p38

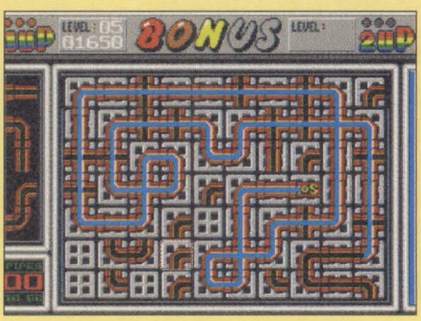
ɔmputer games? The public domain plumbs new depths in entertainment

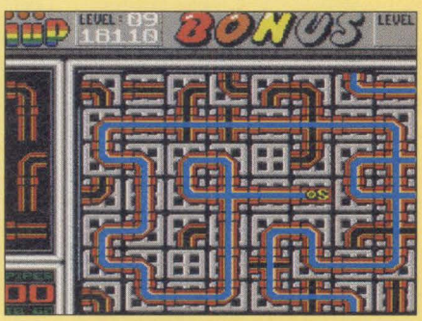
Willie's Waterworks (Licenceware)

Amiga • L511 • 1Mb • £3.50 • Disk
L511 • NBS, 132 Gunville Road, Newport, Isle of Wight PO30 5LH
☎ 0983 529594

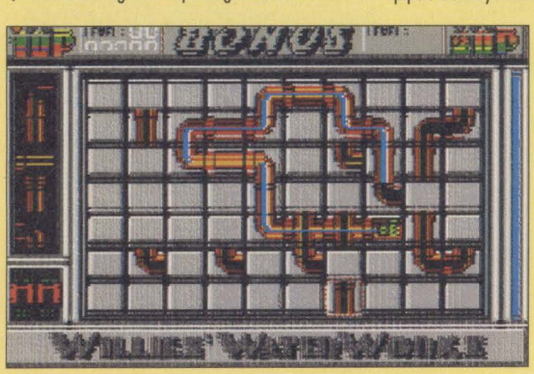
This version is altogether more polished; the sprites are bigger, the intro is quite amusing (with a sneezing man replacing the well-known MGM lion) and it just looks a whole lot more professional.

The game can be played with either joystick or mouse. Hint: choose joystick every time – it's loads easier. As the graphics are larger, the playing area is reduced, but mistakes aren't as costly as in the other game – you can position pipes over previously-placed ones. The old pipe's destroyed and the new one takes its place. The only penalty is the loss of a few points.





As you get more skilled at plumbing, you can create some quite fancy pipe layouts. Look, mum, no hands!



Quick! The water's flowing and the pipeline's not yet finished. You'll need to plug that gap if you're to get any further

At the end of each round, unused pipes are counted up and taken away from your score, so it's not too sensible to plonk them down any old how. Careful planning is required to place them in their most advantageous position.

If the liquid runs out of pipeline then you lose a life. You can get more by lighting the bonus lights at the top of the screen. For each letter lit, the pipe must be looped through through one of the cross pieces. Carefully-planned plumbing is needed to do this successfully.

Two can play at this game, but not simultaneously as in the original. This is a shame as it's the kind of thing that can turn the closest of friends into bitter enemies: "What did you put that piece there for you dork!?!"

Later levels become more and more difficult. The pipeline you have to create gets longer and longer, the time before the fluid's released gets shorter, there are gaps at the side of the screen that you need to lay your pipe through and some of the playing area is 'broken' and impossible to lay pipes on. Passwords are given every five levels so that you don't have to replay those you've previously mastered.

All in all, *Willie's Waterworks* is a pretty good *Pipemania* clone, spoiled only by the lack of a simultaneous two-player mode. Still, plumbing is a lot of fun. You'll never look at an overflowing cistern in the same way again.

AMIGA **87%**

cont. from p37

on to try and give *Fruit Pursuit* some sort of point; it's not very exciting.

Although it's well-programmed, and excellently-presented, fruit machines don't translate well on to computers. It gets a bit boring after a while and doesn't have what it takes to keep you coming back for more.

ST 74%

Try your luck on the bandit, and don't go home with empty pockets

International Cricket (Shareware)

ST • 976ST • Registration: £4 • Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0734 452416

Cricket. The dullest game ever invented or the perfect way to spend a sunny Sunday afternoon on an English village green?

Whatever your impression of the only sport tha can last five days, the thwack of leather on willow can now be heard from the corner of your living room, and not because you've got a sky satellite dish linked to your telly. Eight top international test-playing nations (with the exception of Zimbabwe who've been missed out) can battle it out in a variety of limited-over matches, test matches or a cup tournament involving all the teams.

Well caught Sir! Despite the tiny graphics, the animation in *International Cricket* is excellent

You can choose to play either another person or a computer opponent which can be set to a variety of difficulty levels. Before you start the match you have to select the players in your team from a selection of based on real-life cricketers. The information

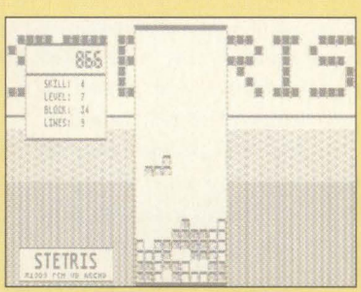
Three for one: a trio of Tetris teasers

Tetris Collection

ST • Disk 27 • Merlin PD
11 Grange Close, Minchinhampton, Stroud, Glos GL3 9DF
☎ 0453 882793

Oh no, not more versions of *Tetris*! The Russian reflex game has seen more PD variations than Big Daddy's had hot bacon butties. A brief summary: various geometric shapes fall towards the bottom of the screen. You have to move them left and right, and rotate them so that when they land they form lines. Completed lines disappear, giving you more space to carry on playing until your luck runs out.

This disk contains no less than three versions of this Russian classic. Two are mono, so hi-res monitor owners will be able to while away dull moments. *Tetris* is one game where the lack of colour doesn't detract in the slightest (in fact, black and white versions tend to look *better*), and so the game is well-suited to this format...



STetris: it's a simple version, but fast, fun and playable – just how it should be

STetris (PD)

Mono

This is a plain vanilla version of the game. There's a Next Piece feature and that's about it. There are quite a few customisation features, though, so that, for example, you can select the playing keys that are most comfortable for you.

It's also very fast, and on later levels you'll have a job keeping up. In fact, the gameplay's spot on, except that you can't 'slide' the pieces particularly well (ie, being able to move the pieces for a few brief moments after they have landed). Sometimes it seems to work all well and good, but sometimes it doesn't.

It may be unadorned by extras, but it looks and feels good, which is the main thing.

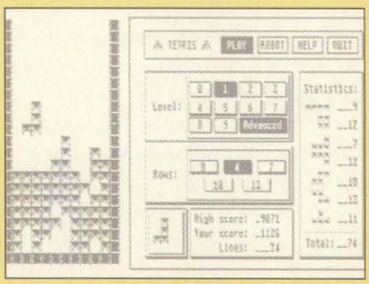
ST 82%

Tetris (PD)

Mono

Let's be blunt. There's no need for fancy names such as *RipoffTris* to act as a thin veneer to disguise what the game actually is. It's *Tetris*, pure and simple, so why not call it that.

Despite the lack of a fancy name, this version has a whole bundle of features, designed to help make playing that little bit easier. It has a Help mode which suggests where you should place the pieces by drawing a ghost outline of the 'ideal' position for you to place it. Don't rely on this feature too heavily, though. It may be OK for suggesting where to put a piece if you're



There are options in abundance in the plainly-named *Tetris*, but the keys are a pain

stuck, but it doesn't exactly think ahead, and generally slows the game down.

It's played with the keyboard which is normally the most natural way to play. However, the key combination in this case seems to have been designed for mutated octopuses. There's a gap between the key for Left and Rotate and Right. The space bar pauses the game, whereas it's normally used for Drop. Instead the Help key, at the top of the keyboard, is used for this function. You'll end up with fingers like the gnarled roots of a bonsai tree.

It's a pity that there's no option to redefine the keys as otherwise it's a fine game. There's nothing more annoying than putting a piece in the wrong place because of the confusing layout rather than lack of playing ability.

ST 79%

Tetris (Shareware)

Registration: $10

Another bluntly-named variant. Of the three games on the disk, it's the only one that's suitable for colour users, but even so, it's probably the best version they'll find for the ST.

For a start, there is a two-player mode. They compete simultaneously in two separate windows, one on each side of the screen. Play is completely independent – you can't hinder the other player's progress in any way – you just try to finish the levels faster than your opponent. In a one-player game the right-hand window shows the statistical occurrence of the blocks that have fallen so far.

The main difference to the normal game is that it is split into levels. Instead of trying to form lines until the cows come home you instead have an objective to achieve. At first this is fairly simple; create five lines and so forth. But soon

Colourful and, with two players, competitive. This version of *Tetris* has it all to offer

you have awkwardly-shaped blocks in place on-screen when you begin a level, or blocks that appear at random to put a spanner in the works.

This adds variation to a tired theme, and it'll take longer before you become weary of this version than some of the others around.

ST 83%

Crazy Joe's

Amiga Public Domain Software

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DEMOS AND ANIMATIONS

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1188 **FILLET THE FISH (P)** funny cartoon.
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1900 **SILENTS: ICE DEMO (NP)** superb music and graphics.
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1956 **CREATURE COMFORTS DEMO (NP)** from the TV adverts
1982 **3D PINBALL ANIMATION* (P)** beautiful ray-tracing.

AMIGA A500 PLUS

Certain software will not work on the new Amiga. We are compiling a list of compatible titles, but this will take some time to complete. In the meantime, problems can only be checked as they occur.

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1550 **FLEXIBASE V2.0 (P)**
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1880 **DCOPY & UTILITIES (NP)**
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1896 **DESK BENCH (3) (NP)**
1906 **PAGESETTER CLIP ART (8) (P)**
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1990 **NIGHTFLYERS UTILITIES IV (NP)**
2004 **TURBO IMPLODER V4.0 (P)**
2012 **DRAW MAP V2.3D (P)**
2058 **VECTOR BALL EDITOR* (NP)**
2168 **MESSYSID**
2174 **ANTI-VIRUS V3.14 (P)**
2176 **KIDS PAINT (P)**
2180 **TEXT ENGINE**
2181 **AMIGA FOX DTP**
2182 **WINDOWS BENCH**

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713 **FLASH! - QUEEN (2) (P)**
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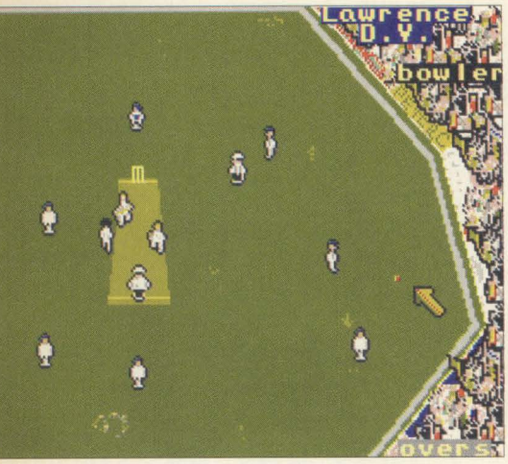


Click on the place your fielders should run to. It looks like this one's going to be a four, though

cont. from p38

is pretty much up-to-date and the players' skills are interpreted reasonably accurately.

A coin toss decides who has the choice of whether to bat or bowl. If you're bowling then you first have to position the fielders. Don't worry if you've put them all in daft places – such as in a big row behind the wicket keeper – you can always modify their positions between overs when you discover the holes in your defence.

The bowling player uses the mouse, the batting player the joystick – a great combination for two-player games. A direction indicator wavers as the bowler runs up to the crease. Press fire to determine whether the ball goes to the left or right. You can also elect to bowl bouncers, yorkers and slow balls by tapping keys on the keypad. Best to do it sneakily, so the other player can't see what you're up to...

Batting is done by holding the joystick in various positions along with combinations of fire on and off. This gives a wide variety of shots; you have to take into account the direction in which the ball has been bowled before deciding which shot to attempt and some are more risky than others. The sooner you choose the shot after it's left the bowler's hand the harder it will be hit. The player's skill as a batsman is taken into account too, and the less highly they're rated, the greater the chance of a miss-hit.

Then it's the fielders' turn. Move the pointer to the place on the pitch in which you reckon the ball's heading and press the mouse button. The nearest fielder will run to intercept and automatically chuck the ball back to the stumps. Meanwhile, it's up to the batting player to determine whether it's worth the risk of running. A stab of the fire button will make them go for it.

All the ways of being out are supported: you can be stumped, caught, bowled and LBWed. A commentator commentates on the match's progress, with surprisingly accurate and relevant reporting.

The background graphics are a bit shoddy, and the sprites are tiny little stick men. But despite their diminutive size, the animation is great! Play an off-leg sweep and the batsman crouches down to whack the ball. The fielders dive to reach the ball and throws it, smashing the stumps to pieces. Get a player out and they stomp angrily off the pitch.

The program has been excellently written in *STOS*. Although it may look a bit rough at the edges, it is, in fact an extremely good interpretation of the sport. As with many games, the two-player version provides the maximum fun level, but the different skill levels means the computer proves to be a worthy opponent too.

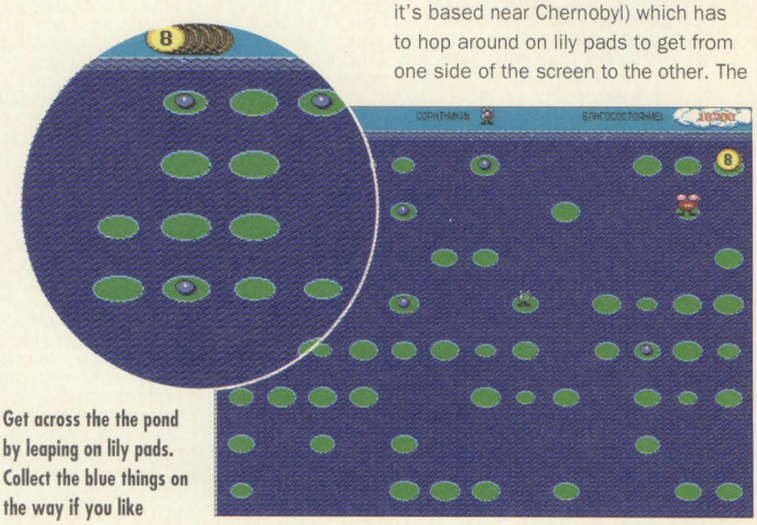
ST 87%

Perestroika (PD)

PC • EGA • Testware, 46 The Avenue, Harrogate, North Yorkshire ☎ 0423 886415

A Russian game that's *not Tetris*! Now there's a turn up for the books.

It's a pretty bizarre affair. You play a strange mutated frog-thing (obviously it's based near Chernobyl) which has to hop around on lily pads to get from one side of the screen to the other. The

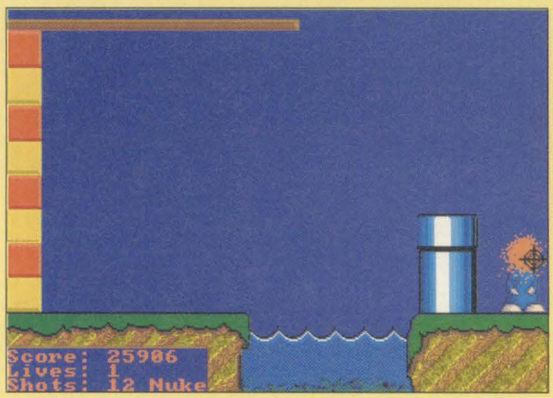


Get across the the pond by leaping on lily pads. Collect the blue things on the way if you like

Oh no! It's those little, lovable Lemmings – the cutesy characters that inspired a tho

***Lemmings* is one of the most popular commercial releases ever. But usually the point of the game is to save the rodents from their helpless plight. The PD world has taken these suicidal creatures to heart, but instead of saving their silly little skins, the games seem centered on helping them on their way.**

Whatever the reason for their appearance, commercial software house Psygnosis has given its blessing to these PD variants, and couldn't have hoped for better free publicity...



Take that in the head, you nasty little Lemming, you. Instead of saving the little beasties, you have to shoot them to pieces

Operation Lemming

(Charityware)

Amiga • 1 Meg • CYB Computers 9 Crown Parade, Crown Lane, Morden, Surrey SM4 5BA ☎ 081-542 7662

Don'tcha just love Lemmings? Oh, you don't? Never mind. Blast them full of lead instead! In this game Lemmings of various sizes run across the screen and you've got to pop 'em off as they make their way from one side to the other.

You have a crosshair sight and your mission is simple; when they're in your aim, squeeze the trigger and let them have it. Should a Lemming make it unscathed then you'll be a life down.

You have limited ammo with which to send them to that big Lemming heaven in the sky, but when you're running low, extra ammo appears which can be shot to provide you with more firepower to help finish the job.

The critters bite the dust in a number of ways. Parachuting Lemmings look up, see their chute is full of holes, and fall to the ground in comical style. Others can be shot in the head to explode in such a sickening way that it would give even *Scanners* director David Cronenberg sleepless nights.

The humorous vein is evident throughout the game, but it must be said that it is rather limited. You'll get a couple of chuckles the first time you play, but after that's worn off, then it is not really meaty enough to keep your interest for long. Still, the proceeds go to a worthy charity (The Royal National Institute for the Blind), so at least you can feel good about yourself as you riddle the little beggars with machine gun fire.

AMIGA 67%

Lemmingoids (PD)

Amiga • Not Plus Compatible • GSPD, 46 Weller Drive, Camberley Surrey GU15 2YA

Take one of the finest early arcade games (that's *Asteroids*, for those not paying attention at the back), combine it with that modern-day 16-bit classic *Lemmings*, and what have you got? *Lemmingoids* – that's what!

Gameplay is strictly *Asteroids*-style. It's set in space with floating debris to smash to smithereens, but you're not in an asteroid field in uncharted space. Rather you have inexplicably entered an asteroid field in sector Z9 plural Z alpha – an improbability factor of some 387 trillion billion to one, recurring.

It's not rocks you're blasting, but those lovable Lemmings, and what's more, you've only

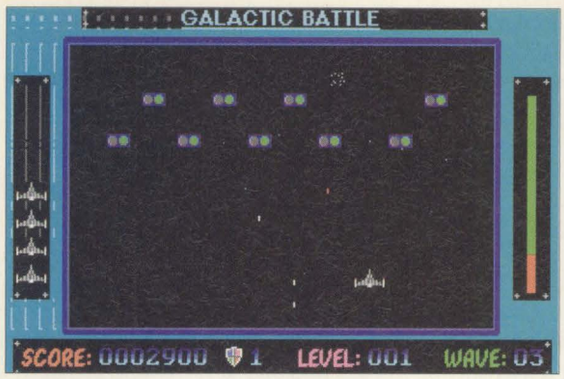
pads shrink, eventually disappearing and should you end up in the drink then you're a life down.

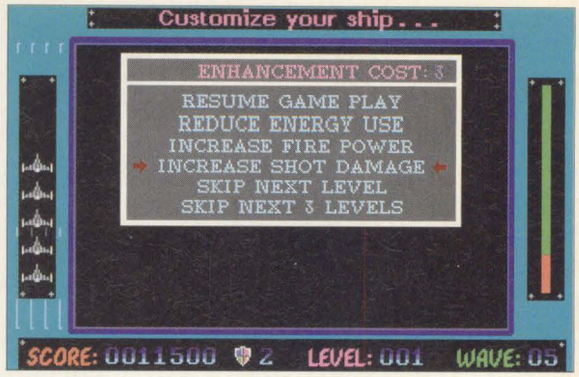
As you get further into the game the pads get smaller and there's more of them to leap across. Nasties, too, make an appearance and should they capture you then that's another life gone. There are some blobs that can be collected that presumably do you some good, but exactly what I haven't a clue; the instructions are in Russian and my CSE grade five in woodwork wasn't quite up to the job of translating it.

The graphics are quite good, and the sound is impressive too considering they're output by the PC's less-than-capable built -in speaker. There are a lot of strange 'blooping' sounds throughout the game and when it's all over a chorus line of baddies sing, "Cha, cha, cha. Beep, beep!" over and over again until you've managed to prod the correct key by random to get out of the screen.

It's a weird game and no mistake. If your knowledge of Russian is of the same standard of mine, then the fun's going to be limited as there doesn't seem to be an awful lot to the game. Those who have a better grip of the language may discover that there's more to it, but whether you make any more sense to it remains to be seen.

PC 37%





Galactic Battle is a snooze-'em-up rather than a shoot-'em-up. You'll have no trouble defeating the hordes from planet Blip Blop

Galactic Battle (PD)

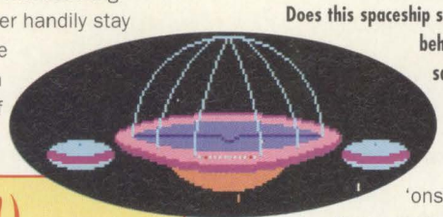
PC • EGA • Testware, 46 The Avenue, Harrogate, North Yorkshire ☎ 0423 886415

Those outer-space types are at it again, flying around, making a nuisance of themselves and getting in the way of the proposed route for that new hyperspace bypass. A lone fighter is dispatched to teach them a lesson or two – and guess who you're playing.

The aliens appear in waves and you've got to blast seven shades of, er, slime out of the maraudering meanies. They rather handily stay put at the top of the screen and you can manoeuvre yourself around at the bottom giving them a taste of your laser cannons. They fire back, but really are quite hopeless shots. In fact, the only thing you're likely to die from in this game is boredom.

Fuel is in short supply and you'll need to tank up between stages. This is achieved by landing on a mothership by simply lining yourself up with it. The fuel running out acts more as a time limit than anything else, but you have plenty of parsecs in which to disperse the so called 'threat'.

There are power-ups, which can be bought inbetween stages of the 'onslaught', but these are hardly worth bothering with as the baddies don't present any real problems. Their flight paths are repetitive and predictable; it's more of a turkey shoot than anything else. All you have to do is wait until they get into your line of fire and then let rip. Even the big bad alien that you meet every now and again is not really much of a challenge.



Does this spaceship send you scurrying behind the settee for safety? Fear not, a few shots will send it packing

The graphics are reasonable, but by no means outstanding. *Galactic Battle* isn't fast enough or mean enough to provide any challenge even the first time you play it.

PC 35%

Frictionary (Shareware)

PC • Registration: $20 • EGA • Testware, 46 The Avenue, Harrogate, North Yorkshire ☎ 0423 886415

What's a Lullilloo? Do you have any idea what Lurgulary is? How about a Chetrum? Put the dictionary away – they're not words you're likely to use in everyday correspondence to your bank manager (unless you're threatening to poison his horse or have invented a tool for making small holes in which to plant potatoes, that is).

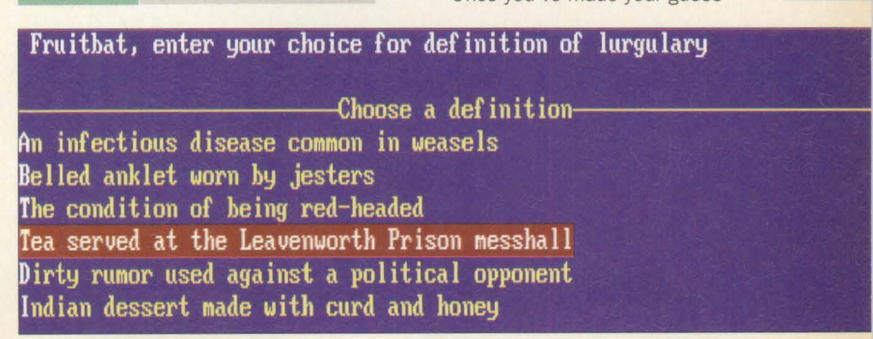
Frictionary is a game based on the obscurest words you'll find this side of your PC's operating manual. Up to six players take part, aiming to make their dreamt-up definitions of these unusual words sound convincing.

It's played a little along the lines of that old TV show *Call My Bluff*. You take it in turns to choose a word from the list presented to you by the computer. Then you're told the true definition and invited to come up with an alternative meaning that sounds feasible enough to confound your friends. They score points for sussing you out, you score for foxing them.

Once you've tapped in your substitute phrase, it's hidden among a list of five other computer-generated meanings. They are, of course, all wrong and so rather than any kind of obscure word knowledge, knowing what goes on inside your opponent's head will score all the more points.

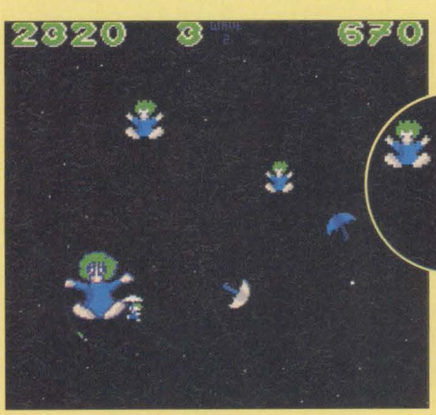
Once you've made your guess

cont. on p42


Fruitbat, enter your choice for definition of lurgulary
Choose a definition
An infectious disease common in weasels
Belled anklet worn by jesters
The condition of being red-headed
Tea served at the Leavenworth Prison messhall
Dirty rumor used against a political opponent
Indian dessert made with curd and honey

All these definitions are wrong, you just have to guess which one has been made up by your chums

nd imitators (well, two actually!)



What's going on? Those aren't normal asteroids, and why have I turned into an umbrella?

got an umbrella to do it with. Eeek! Apart from these cosmetic differences, the gameplay's pretty similar. You can rotate left and right, thrust and fire. As well as hyperspace, you also have the option for a shield for a few seconds and to flip 180 degrees to blast those space Lemmings trying to sneak up behind you.

As well as the wacky graphics, there are some great samples too, sounding suspiciously like they've been taken from a number of games, *Lemmings* included.

Two players can take part simultaneously. This is even more fun than it sounds. You can play cooperatively, covering each other's backs from the oncoming onslaught, but although you can't harm each other with firepower, collision sends one unlucky player rebounding backwards. If it's done to you just once, 'accidentally' like, the real enemy is forgotten: you simply won't rest until you've sent your 'opponent' spinning helplessly to their death. Don't you just love what two-player cooperative games can do for long-standing friendships?

Great graphics, great gameplay and great comic appeal; *Lemmingoids* captures everything the classic had and adds a few twists. The result is one heck of a game!

AMIGA 91%

cont. from p41

you're then told whether it was right. Then the program tells you the true meaning of the word, so there is some educational merit to the game after all – not that you'll remember it five minutes later, of course.

The phrases the computer throws in are other definitions that it has stored away in its memory. Unfortunately, the list isn't that expansive, and so you're likely to see the same old definitions occur again and again. This repetition soon becomes the game's biggest drawback.

It can be played with just one player, where it *does* become a knowledge tester. But as – unless you've eaten the *Oxford English Dictionary* for lunch – you're unlikely to be familiar with too many of the words it gives, success is limited to intelligent guess-work, so the game isn't really a test of anything much.

The author requests that you send any unusual words you come across for inclusion in forthcoming releases. Paying the $20 registration entitles you to the most up-to-date version, along with the program to write your own lists of weird words.

This is the sort of game that's best played at dinner parties after too many bottles of Newcastle Brown and the conversation has died down. But it would definitely benefit from a few more alternatives.

PC 64%

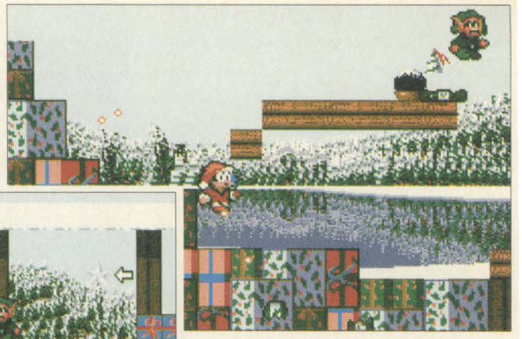
Wilbert's Winter Wonderland (Licenceware)

Amiga • 1Mb • £3.50 • Déjà Vu 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

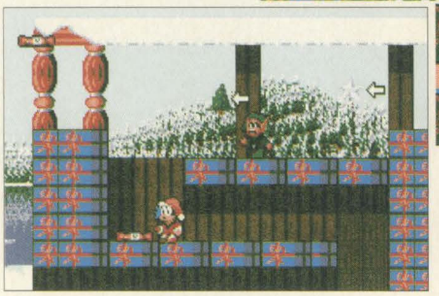
Nothing ever seems to go right for Wilbert. Not long ago he was living a happy, peaceful life in the magic forest. He didn't earn much, working nights at the lichen pickling factory, but he was happy enough.

Until, that is, the nasties came in with their big city ideas and spoiled the countryside by killing everything in it. Wilbert defeated them in his last adventure, (unless you were crap at it, that is), but things just weren't the same any more. Too many bad memories. So he moved to the North Pole in search of a new life.

He met new friends there, including a funny old bloke with a big beard who insisted on wearing a big flappy cape all the time and was a little too fond of small children. But life was good and he was happy. But then disaster! The elves, fed up of long hours and low wages, took to revolution. And, as usual, it's down to old Wilf to sort out the mess.



That little fellow looks like a friendly chap. But watch it – he'll bite yer knee caps off rather than give you a wooden rocking horse as a present



Like its predecessor, *Son of Wilf* (see the review in issue five), *Wilbert's Winter Wonderland* is a platform-based game. Our hero has to take on the revolting populous, kill them all, then go and greet Santa before he can enter the next level. But Wilf's not armed with a double-barrelled sawn-off shotgun like any sensible chap. Instead he has to kill the critters by pumping up Christmas crackers which then explode, the debris fatal to baddies.

It's played very much in the same vein as its predecessor, but the action seems to be a little more polished – it doesn't feel as fiddly to leap between platforms, though there's still the occasional problem.

The graphics are just as good, though. No, they're better. The gameplay's improved and the levels are laid out in a better fashion. Make your day – go stomp on an elf.

AMIGA 86%

In the middle of a chain reaction, a couple of games that just won't stop

Atoms (PD)

ST • South West Software Library PO Box 562, Wimbourne, Dorset BH21 2YD

Atomic physics, now there's a tricky subject, and not something you'd expect would easily make a playable computer game. (Not unless you made a habit of wearing a long white coat with about 12 pens in the breast pocket and spoke knowledgably about quark theory, that is.)

That's exactly what this game is based on, though. It's all about chain reactions. Players take it in turn to place particles on a gridded board. When a square has too many particles, the atom explodes, placing a particle of the person who just made the move in each square that adjoins it. The same rules apply to these squares, and so complex chain reactions can be triggered off, with consequences reaching the other side of the board in one move.

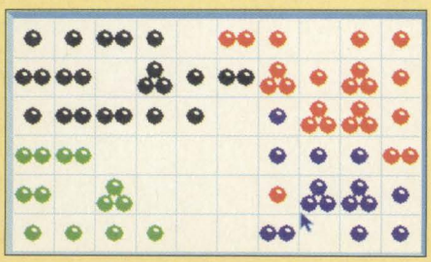
And that, essentially, is it. The skill comes in determining which squares will allow you to take over as many neighbouring squares without leaving yourself open to attack.

Up to four players can take part and the aim is to be the sole remaining player. Play is quite slow, but not unbearably so. In fact, the rate at which it runs at is quite handy as it enables you see what's going on when a complex chain reaction reaction takes place.

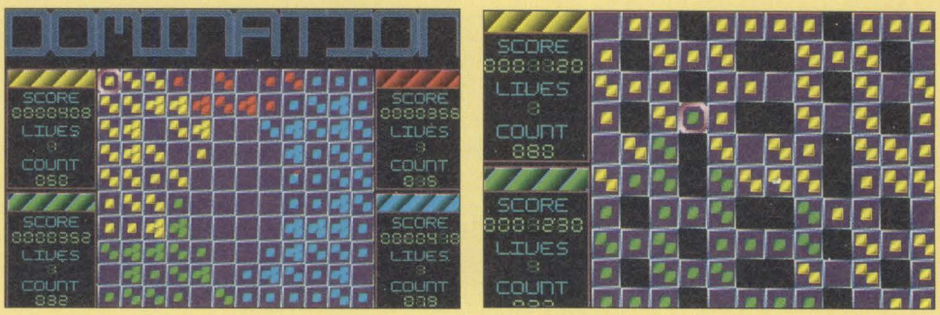
It's quite a simplistic game that operates on a single elementary rule, but the reactions can be very complex, sometimes too complex – it'll give you a gargantuan headache trying to work out all the implications of a certain move. Much better to just plonk it down and hope for the best.

No frills, and no computer player option. But if you've got a friend or two to challenge, it's not too bad.

ST 68%



Four players battle it out in *Atoms*. The idea is to be the sole remaining player left at the end of play



***Domination* takes the theme a step further with more options than an Allied Dunbar life assurance plan**

Domination (Shareware)

PC • VGA • 640K • Testware, 46 The Avenue, Harrogate, North Yorkshire ☎ 0423 886415

Domination works on the same theme as *Atoms*, but is slicker, faster and has many more options. The rules are the same, but you can have computer players (which play a little *too* well, dammit) and as well as the standard square board, they come in all sorts of weird and wonderful shapes, which adds an extra element of trickiness to the gameplay.

The graphics are great – crisp, clear and well-defined. Presentation on the whole is excellent, with a lot of effort having been expended on the graphical effects.

The game moves at a rapid pace. The chain reactions happen almost instantaneously. This does mean it's often tricky working out exactly what's happening, especially when half the board turns your opponent's colour in one fell swoop.

The computer can take the place of any, none or all of the players. Actually the computer makes a mean opponent. Not insurmountable, but certainly a force with which to be reckoned.

PC 85%

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cont. from p42

The best of the rest • The best of the rest • The best of the rest

Charts. Don't you Just love 'em? High score charts, best selling games charts, hospital charts. Well here's another one. Compiled from the first five issues of *Public Domain* it's the games that I liked the most and rated the best. Order these and I'll promise, you won't regret it...

PC

❶ Commander Keen 4 — Issue 3 — 96%

PSA, 10 High Street, Tadlow, Royston, Herts SG8 0ES ☎ 0767 23302

The second series of *Commander Keen* games. Can you save the galaxy single-handedly? Great graphics and loads of surprises.

❷ Duke Nukem — Issue 2 — 94%

PSA, 10 High Street, Tadlow, Royston, Herts SG8 0ES ☎ 0767 23302

Huge platform game. Enter the evil dictator's fortress and teach him a lesson he'll never forget. Plenty of things to see and destroy.

❸ Paganitzu — Issue 4 — 92%

PSA, 10 High Street, Tadlow, Royston, Herts SG8 0ES

Multi-level all-action thrills inside a pyramid. Collect diamonds and avoid venom-spitting snakes. Great graphics, great puzzles.

❹ Hugo's House of Horrors — Issue 1 — 92%

Classic Shareware, 23 Fieldhead Close, Ponefract WF8 2ED ☎ 0977 794876

Brilliantly funny adventure game where your animated character mimics your actions on-screen as you type them in. He walks, he talks and he dies a lot too.

❺ Monuments of Mars — Issue 2 — 88%

PSA, 10 High Street, Tadlow, Royston, Herts SG8 0ES ☎ 0767 23302

Arcade game set on the red planet that's packed with puzzles. You'll die plenty, but there's unlimited lives so you can keep on going for ever...

❻ Captain Comic — Issue 2 — 85%

Eigen PD, PO Box 722, Swindon SN2 6YB ☎ 0793 611270

This is one big game. Your superpowers are limited, but there are lots of things to pick up to make them better. Cartoon graphics add to the atmosphere.

❼ Ground Wars — Issue 1 — 85%

Advantage, 56 Bath Road, Cheltenham, Glos GL53 7HJ ☎ 0242 224340

Two-player warfare game based in the Gulf. You have to take apart your opponent's tanks and military targets before they do the same to you.

❽ Crystal Caves — Issue 4 — 84%

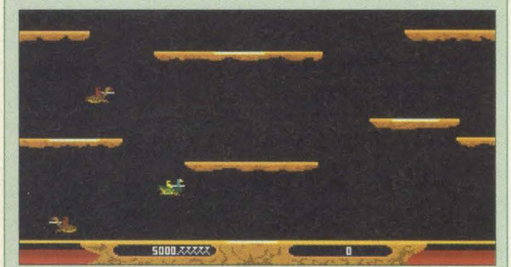
Shareware Marketing, 3a Queen Street, Seaton, Devon ☎ 0297 24088

You have to visit several diamond-rich planets and stuff your pockets with jewels while avoiding loads of nasties. Good graphics and well-defined sprites.

❾ Joust — Issue 1 — 83%

Academy Software, PO Box 65, Herne Bay, Kent CT6 8YZ ☎ 0227 360808

The classic game where you're sat astride giant birds and have to dismount your enemies by knocking them off from a greater height. Addiction factor 10!



***Joust*: knights on flying vultures? This is no ordinary game**

❿ EGA Trek — Issue 5 — 82%

Nildram Software, 26 Stanley Hill Avenue, Amersham, Bucks ☎ 0494 729236

It's got nothing to do with *Star Trek*, honest guv! Excellent, well-presented strategy game that'll keep you engrossed in Klingon-, um, sorry, Mongol-blasting for hours.

ST

❶ Llamatron — Issue 1 — 96%

Llamasoft, 489 Mount Pleasant, Tadley, Hants

Manic blast with hundreds of levels and even more llamas! Kill all manner of unlikely enemies to progress through the levels. It's weird, wacky and, quite simply, wonderful!

❷ Ozone — Issue 3 — 94%

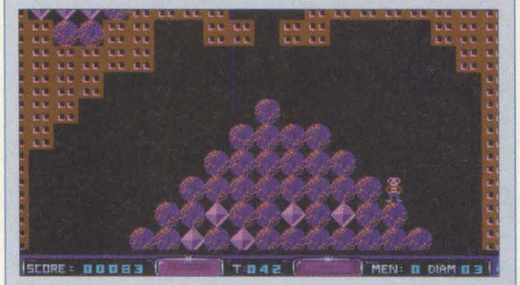
Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

Brilliant-looking arcade game with playability to match. Can you get your round-but-cute blob to the exit safely? Oh-so-cute graphics complement the gameplay.

❸ Douglas Rockmoor — Issue 1 — 91%

LAPD, 80 Lee Lane, Langley, Heanor, Derbys DE7 7HN ☎ 0773 761944

Boulderdash clone that's more fun than Christmas. It's slightly spoiled by slow scrolling that doesn't keep up with the action, but what the heck, it's fun!



***Douglas Rockmore*: get digging for those diamonds**

❹ Penguins — Issue 4 — 90%

Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

A mixture between *Pipemania* and *Lemmings*, you have to guide hapless penguins to the exit by dropping obstacles or bridges in their path.

❺ Match It — Issue 5 — 89%

New Age PDL, 30 Anderson Estate, Lower Road, Hockley, Essex SS5 5NG

Mah Jong variation number 2,089, but this one has a couple of neat twists and a superb visual presentation, making it one of the best, and the most addictive.

❻ The Mystic Well — Issue 2 — 88%

30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0734 452416

Dare you dare the depths of *The Mystic Well*? 3D hack 'n' slash game, in the style of the full-priced classic *Dungeon Master*, that will keep you going for ages.

❼ Dizzy Lizzy 2 – A Winter's Tale — Issue 4 — 86%

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness ☎ 0463 225736

A Boulderdash-esque puzzle game where you have to control a small round blob – the eponymous hero – and find crackers, pressies and Christmas pud.

❽ Revenge of the Mutant Camels — Issue 4 — 84%

Merlin, 11 Grange Close, Minchinhampton, Glos GL3 9DF ☎ 0453 882793

The latest creation from weirdo Jeff Minter, *Mutant Camels* is an all action romp very much in the blast-everything vein of *Llamatron*.

❾ Valgus² — Issue 2 — 84%

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

Tetris takes on a new edge, well, four edges, actually. Played around a central square, the blocks fall towards the centre of the screen. You form rings instead of lines.

❿ Robotz — Issue 1 — 84%

Merlin, 11 Grange Close, Minchinhampton, Glos GL3 9DF ☎ 0453 882793

Robotz have taken over your spaceship. Looks like you'll have to kill them all then. Very pretty-looking game, but not really as frantic as it could be.

Amiga

❶ Llamatron — Issue 1 — 96%

Llamasoft, 489 Mount Pleasant, Tadley, Hants

The classic ST game is also available on the Amiga. Blast coke cans, telephones, toilets and stranger things with your death-spitting llama.

❷ Hypnotic Land — Issue 2 — 94%

Déjà Vu, 25 Park Road, Wigan, Lancashire WN6 7AA

Put the correct-coloured balls into the right cups as they roll down a conveyor belt. Starts off easy, but soon gets very tricky indeed. It's bodacious, dudes!

❸ Super Amidash — Issue 2 — 94%

Amiganuts, 169 Dale Valley Road, Holybrook, Southampton SO1 6QX ☎ 0703 785680

Boulderdash clone that has everything the original had and a lot more to boot. A lot of the levels are the same, but there's plenty of new ones to challenge you. Unmissable!

❹ Revenge of the Mutant Camels — Issue 5 — 91%

Llamasoft 49 Mount Pleasnt, Tadley, Hants ☎ 0734 814478

Camels and goats do battle with phone boxes and mad Jeff Minters. It's mad, it's loony and it's action all the way in the latest from Llamasoft.

❺ Cabaret Asteroids — Issue 1 — 90%

Software Expressions, Hebron House, Soin, Bedminster, Bristol ☎ 0272 637634

Carbon copy of possibly one of the finest arcade games ever. Blast the rocks to pieces or they'll do the same to you. More playabilty than many more modern games.

❻ Amigoids — Issue 1 — 90%

Software Expressions, Hebron House, Soin, Bedminster, Bristol ☎ 0272 637634

Another *Asteroids* clone. Just as playable but with souped-up graphics and a few new twists. The only problem is: which one do you choose?

❼ Cyad — Issue 1 — 90%

Déjà Vu, 25 Park Road, Wigan, Lancashire WN6 7AA

Not technically brilliant, but it's one of those games that just works. Gobble all the diamonds on the screen to complete the levels.

❽ Seven Tiles — Issue 1 — 90%

NBS, 132 Gunville Road, Newport, Isle of Wight PO30 5LH ☎ 0983 529594

Fast and furious footie sim set in the next century. Pretty much ignores all the rules of conventional soccer, which is probably why it works so well.

❾ Bug Bash — Issue 1 — 88%

Amiganuts, 169 Dale Valley Road, Holybrook, Southampton SO1 6QX ☎ 0703 785680

Picking up litter can actually be fun as *Bug Bash* proves. Tidy up the garden, but watch out for the over-sized insects. Very good looker with mega-cute graphics.

***Bug Bash* looks cute but there's nothing soft about the gameplay**

❿ Ladybug — Issue 3 — 88%

Slave PD, 4a Luffmen Road, Lee, London SE12 9SX ☎ 081-851 8082

Roam around a maze, eat the grub, but watch you don't end up as the main course!

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Problem Solved!

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Density dilemmas

Q I have an Amstrad PC3086 and the manual tells me that if I want to make my floppy drives into high density floppy drives all I have to do is remove the cover of my computer and change the switches accordingly. On reading further I discover that 'changing switches' actually involves placing small plastic jumpers over metal pins. I've searched through the packaging the computer came in and I've even looked inside the computer for these jumpers, but to no avail.

Where can I get them?

Also, I found the article about mice (in issue two) very interesting but what I want to know is how easy (or difficult) installing a mouse is, particularly on my computer.

Jock Stewart, By Forgandenny, Perthshire

A *Changing from double density to high density drives isn't achieved simply by setting a few switches. The drives are physically different from each other and to change between them involves swapping the double density drive with the high density one.*

If a computer comes with high density disk drives it is capable of reading and writing to all types of disk, whereas double density drives can only handle lower density disks. High density disks can store 1.44Mb of data while double density disks store 720K.

Once you've changed the drives, though, you may have to set some switches on your PC's motherboard to let it know the new drive's there. You say that to do this you need to place some plastic jumpers over the pins. Not being familiar with these, the only thing I can suggest is that you contact the dealer from which you bought the computer, or, failing that, get in touch with Amstrad on ☎ 0277 228888.

As for installing a mouse on your computer, some PCs come with a mouse interface built-in and it's just a matter of buying a mouse and plugging it in. If not then you'll have to buy a mouse card and fit it into one of the internal expansion slots in your machine. These can be bought from most PC dealers, although it would pay to check in your computer's manual or with Amstrad whether your PC can take such cards.

Manic Miner moves

Q A few years ago I played *Manic Miner* on my friend's Spectrum and since then we have bought and upgraded to an Amiga 500 and would like the game for our computer. I have phoned places in Edinburgh but nobody seems to have the game. Please could you send me some information on where I could get the game?

Lucinda Mason Brown, East Lothian, Scotland

The Spectrum version of *Manic Miner* can be emulated or you can splash out on the commercially-available Amiga version

A Manic Miner, *which we showed a screen grab of in our emulators feature in issue three, is in fact a Spectrum game. You need to use a sound sampler to load the original version into the Amiga's memory.*

However, Software Projects, the company who programmed the original Manic Miner, *has produced a budget-priced Amiga version of the classic game. Get in touch with the company on ☎ 051-428 9393*

Although we're loathe to mention a commercial program in Public Domain, *we'll do so just this once...*

Getting connected

Q I own an Amiga 500 and a Citizen 120D printer and I can't get the printer to work. The Install Printer option hasn't got my printer's make so I used an EpsonX (CBM MPS 1250) but it just says that there is trouble with the printer and cabling. What should I do?

Is there a program I need to use on the Workbench or Extras disks? Please could you tell me why it isn't working.

Sanjay Chavda, Leicester

A *It sounds as if, like the error message says, you've got a problem with the cable that connects your computer to the printer. If you were using the wrong printer driver and tried to print usually something would be printed out, although it probably wouldn't make much sense (like much of the nonsense that PDQ churns out, in fact, but that's for a different reason – sesame seeds in the circuits, probably).*

The solution would be to replace your printer cable. They can be bought for a few pounds from most computer shops. Before you do, though, you could see if your printer has a self-test function to make sure it is working properly. A lot of printers let you hold down a couple of buttons when you turn them on and will give you a sample printout. If your printer has the self-test mode and it prints out rubbish, then it's time to call in the repair man, which is something I should really do with PDQ soon.

Spectrum software

Q I have just bought the *Spectrum Emulator* for my ST. I want to be able to play my old Speccy games on it, so could you please tell me how to use them on it please?

Could I somehow connect a tape recorder or would I have to port the software down? If so, could you tell me how? Finally, would it be possible to load games from Snapshotted or Disciple files?

Robin Carter, Leicester

A *As far as I know there is no way of transferring standard Spectrum software to the ST for use with the emulator you mention. That's not to say there isn't a way; the documentation for the program is written in German so until it is translated into English any methods of transferring the programs will remain a mystery (anyone want to try?) If, in the*

end, some software can be transferred, I doubt if this will include the Snapshot or Disciple files as their custom saving routines may be too complex for the emulator.

We reviewed the Spectrum Emulator *for the ST in issue five of* Public Domain *so take a look at that for more information.*

Macintosh PD?

Q A dead simple query really: do you know of any suppliers of PD or shareware for the Apple Macintosh? I am especially interested in any software which will enable me to exchange files between a Mac and a PC, but I'm not holding out much serious hope of finding a cheap way of doing this.

Graeme Battison, Cambridge

A *While we don't normally cover Mac PD in this magazine, PDQ does have a few, dusty files buried deep within its hard disk with details on Apple's finest creation.*

Depending on which particular Macintosh computer you have, it may well have come with Apple File Exchange, *a program that enables you to read from and write to PC disks on the Macintosh. This program comes with, as I understand it, all Macintoshes that have disk drives capable of reading PC disks; older Macintoshes, unfortunately, aren't able to achieve this feat even with the help of software.*

For suppliers of Macintosh PD software, try getting in touch with Shareware Marketing, 3A Queen Street, Seaton, Devon EX12 2NY ☎ 0297 24088. You could also trawl a few bulletin boards...

MIDI melodies

Q I own an Atari 1040 STE, Philips CM8833 monitor and a Mannesmann Tally 81 printer. I also have an electronic organ, which is MIDI.

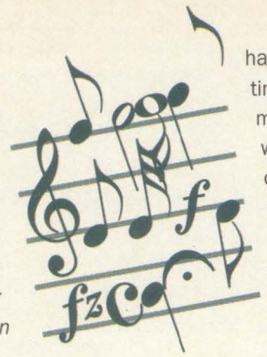
I am looking for a PD program that would enable me to do the following: play a melody line on the organ with the right hand and chords with the left hand. I would then like this displayed on the monitor in the form of a melody line and chord symbols, and be able to print this as a page of music (Easy Play or Conventional).

If you know of a PD program that can accomplish this I would be much obliged. We already have the *Steinberg Pro 12* but this doesn't give us what we really require.

M D Pledger, St Thomas, Exeter

A *A decent MIDI program should be able to split the keyboard so that you can play one type of note using the keys on the left side, and other notes using the keys on the right. In theory you could have the melodic notes on one side and the chords on the other, though if you've tried* Steinberg Pro *and have had no luck, maybe you're after something slightly different?*

As far as displaying and printing the musical notation goes, PDQ couldn't find any in its vast database of PD programs. Anyone want to write in to Public Knowledge with an answer?



Archiving agonies

Q Will you please explain the computer meaning of the words archive and non-archive (or de-archive). I have come across them several times both on disks and in magazines and I just don't know what they mean, or how to obtain or run whatever function they constitute or control. Could you give me a broad explanation of these terms?

David Mitchell, Clacton-on-Sea, Essex

A *Archiving and de-archiving are terms that refer to the compacting and decompacting of multiple files into a single, large one and then back into the multiple files again.*

The main reason for doing this is to do with communications, so that people only have to download one large file instead of a whole lot of smaller ones when they want to transfer a program over the phone line. Also, a lot of PD and shareware libraries are now starting to archive files in order to fit more programs on their disks.

There are a number of different archiving standards, which vary depending on what computer you have. The most common standards for the PC are ZIP and LZH files, created by the PKZip *and* LHArc *utilities, which have those letters as the suffix of the filename. So, if you have a Zipped file called GAME, its filename would be GAME.ZIP. On the Amiga and ST these standards are also the most common, though archives with the file suffix LHA are becoming popular on the Amiga.*

As well as these common standards, there are also a number of other older and less well-known standards, such as ARC, ARJ, ZOO and DMS, which are not generally used because either they are not as efficient at compressing files or they're not as friendly to use as the more widespread standards.

For a more in-depth explanation about the complexities of archiving turn to our feature on page 84. If you want to discover other ways of cutting down the cost of comms then the feature on page 54 is the one for you. More problems solved next month. PD

Open to the public • Open to the public • Open to the public

PDQ's knowledge of all things public domain, shareware and licenceware is good, but not that good. Unfortunately, owing to an accident involving a bottle of vodka at an office party there are a few, um, gaps in its database. So this is where you can help out. Here are the questions that have stumped PDQ this month – if you can help out, not only will you make a fellow reader very happy, but you'll also be £10 better off. Just write to Open to the Public at the address on the opposite page...

• **Would you be able to assist me in obtaining some sculpt objects of an Amiga 500 monitor and printer?**

I would like to include some rendered printouts in my A-level graphics project.

David March, Horndean, Hants

(I take it you are referring to objects rendered with Sculpt 3D or some other rendering program?)

• **I recently purchased the PD program *Kick Off 2 Team Editor* for the ST. There are no instructions on the disk and despite my best efforts I am unable to introduce the program into *Kick Off 2*, or *Kick Off 2* into it. Or, for that matter, any *Kick Off 2* data or team disks.**

Does anybody out there have any idea how this software is supposed to work with *Kick Off 2*?

H Dand, Middlesbrough, Cleveland

Public knowledge • Public knowledge • Public knowledge

Readers' answers to posers that have stumped PDQ in previous issues. A tenner for each one we print...

• Calendar printer

In reply to RG Moore's letter (March 1992) I have a program written with STOS that will print out a calendar for any year and which also has enough space at the top for a nice little picture. If he sends me a disk and enough stamps for return of post I will send him a copy.

R Rose, Enfield, Middlesex

(If RG Moore or anyone else is interested in this program they can write to us and we will pass on the addresses to R Rose)

• Garden designs

I am writing in answer to RF Hodges' question in issue four, concerning a PD garden design program for the Amiga. There is a garden design program on 17 Bit Software's Update 23 disk magazine, called *Landscape*.

This program does lack some features, such as water, but these can easily be added to the final picture by loading it into an IFF-supporting paint program. But *Landscape* does let you view the garden from any angle which can be very handy.

Tim Jenner, Bromley, Kent

• Trainer tracked down

In answer to the reader's query in issue four, *Trainer Maker* (for the Amiga) is on Fred Fish disk 532. I enjoy your magazine and find it very helpful and informative.

Rhoda Sansom, Alfreton, Derbyshire

(We still don't know what it does, though!)

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PDU-392 RSI Utilities Disk #2
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PDU-365 TSB Vector Designer
PDU-395/6/7 RSI Modules #1, 2 & 3

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PDU-32 Fish #144 Analytic S/sheet
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PDU-45 Fish #213 Icons (300 in 8 cols)
PDU-48 Fish #215 Mondelvroom v2.0
PDU-51 Fish #219 Astronomy program
PDU-52 Fish #52 A-Z Text Editor
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PDU-80 Fonts & Surfaces
PDU-81 Disksalve v1.3
PDU-99 Ham Radio Utilities (5 disks)
PDU-101 Menu Maker
PDU-102 Label Designer
PDU-103 Icon Maker
PDU-104 Icon Mania
PDU-105 Crossword Creator
PDU-151 Fixdisk
PDU-164 Games Music Creator
PDU-169 Quick-Base (Database)
PDU-186 Falcon Bootblock Creator
PDU-200 Virus Killer Pro v2.0
PDU-207 Perfect Sound v1.93
PDU-262 MED Modules
PDU-358 Tetracopy
PDU-369 Fish #379 C64 Emulator
PDU-370 Flexibase (Database)
PDU-371 Nuke v1.3b (Saddam killer)
PDU-359 Genealogy
PDU-399 Amibase Professional II
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CATALOGUE DISK

Our latest update contains details of our 2,500 disk collection. It also has some FREE games on it. This is one of the most professional disks you will see. Please send 3 first class stamps to receive your copy. Alternatively, you can have one FREE with your first order.

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PDA-10 Exploding Head Animation
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PDA-13 Star Trek #17 (Agatron)
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PDD-31 Anarchy "Ooh it's obscene 3"
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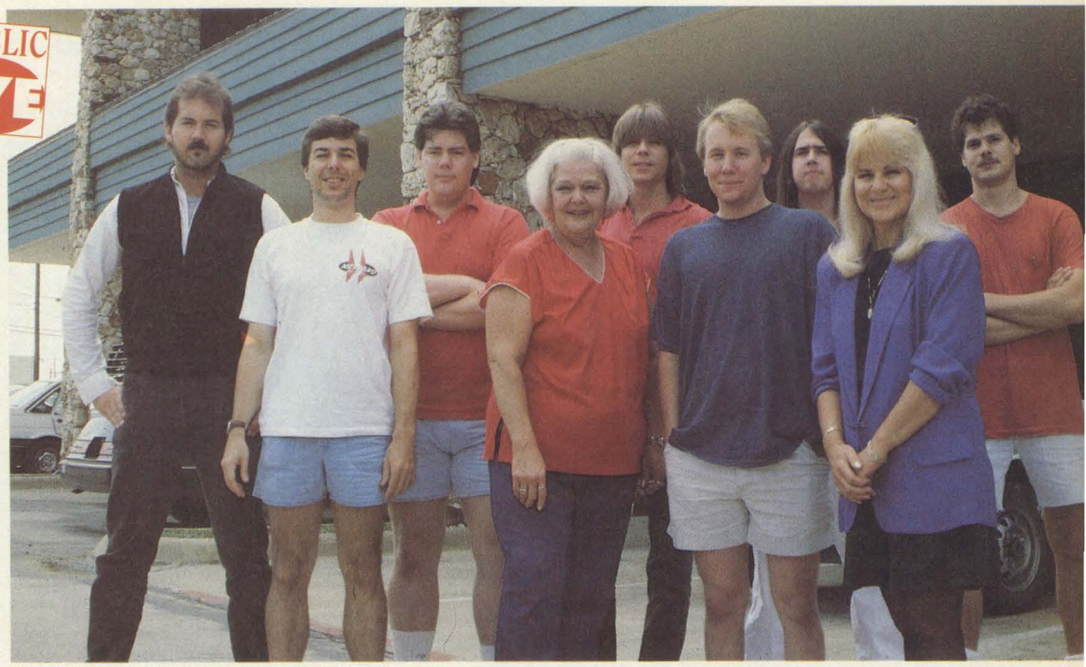
Nobody does it better

If you think PC shareware games are all dull strategy affairs you obviously haven't stuck an Apogee disk in your drive. Colourful, action-packed, multi-level extravaganzas, Apogee games are a global success story. Tim Howell talks to the company's president Scott Miller who reveals details of some groundbreaking future releases...

PUBLIC EYE



Scott Miller, founder and president of Apogee Software, pictured with some of his team outside the company's Texas-based offices

You can be fairly sure that if it's fast-paced, infuriatingly-addictive, shareware and on your PC, then it's going to be a game from Apogee Software. This Texas-based company has been responsible for bringing to the PC amazing slices of software such as *Duke Nukem*, *Paganitzu* and *Commander Keen*; all technically impressive and immensely enjoyable platform-based games that are easily as good as many of the commercial games available.

It was back in 1987 that Apogee brought out its first series of releases, The *Kroz* games. At that time the company was a one-man, part-time operation: Scott Miller, its founder and president, divided his time between working in an amusement arcade, writing a weekly newspaper column and programming games as a hobby. Now the company employs 40 people full-time, has its products distributed all over the world, and has commercial programmers knocking on the door desperate to join its elite ranks.

An action shot from *Duke Nukem*, one of the games responsible for making Apogee a worldwide name

This success is based on the unusual method the company has of distributing its games. It develops them in trilogies; the first is shareware, but the others you have to register for. Unlike other shareware products, the first game in each trilogy is not a cut-down version of a full program; some shareware programs either have limitations placed on their abilities or have some function disabled to encourage you to register for the full version. With Apogee's shareware, though, you get a complete game – at least as many levels of heart-pumping, action as you'd find in a commercial product. In fact, the company hopes you like the first game so much you'll want to buy the next two in the series (which *are* commercial and can't be distributed freely). Not only that, you'll also receive an exclusive tips booklet, plus some of Apogee's other shareware releases.

Has the company found the magic formula for marketing shareware? And what's next in its plans for world domination of the PC games scene? *Public Domain* went straight to the top to ask Scott Miller...

PD: So, how successful have you been?

SM: *Duke Nukem* was more successful than *Commander Keen*, but we find that now every game

cont. on p50

On-line support

Shareware software is often distributed by bulletin boards. Apogee has deliberately gone out of its way to make sure its programs are available on as many different BBSs as possible. There is even an 'Official Home BBS of Apogee Software', the Software Creations BBS in Clinton, Massacheusetts.

Most BBSs in the UK that have PC software have a range of Apogee games stored on them.

Scott Miller – the man who started it all

- He began programming computers in high school in 1975
- Since then he's created over 100 games, mainly for disk magazines
- For over three years he wrote two weekly computer columns for the *Dallas Morning News*, and has written reviews for several American computer magazines
- He has co-authored a video game strategy book titled *'Shootout: Beating the Video Games'*
- His hobbies include softball, running, tennis, karate, drumming, rock music, science fiction and creating new computer games
- His favourite computer games are *M.U.L.E.*, *Jumpman*, *Planetfall*, *Enchanter*, *Zork*, *Spelunker* and *Archon* – all games that contain elements of strategy
- Scott has the same initials as Steve Martin, but only has one brain 'cos he reckons that's all he needs

Commander Keen: Goodbye Galaxy is the latest game developed by ID Software for Apogee and continues in the platform vein

cont. from p49

of ours is just as, if not more, successful than the previous one. We've got a couple of games coming out in the next couple of months that we expect will turn out to be our most successful releases ever.

What will they be?

In four to six weeks time we're bringing out *Wolfenstein 3D*. It's our first 3D, 256-colour game which uses 3D technology never seen before on the PC. It also has smooth scrolling and real-time texture-mapped graphics.

What's texture mapping?

Well, most 3D games use polygon routines to create their 3D objects. This only gives them a certain level of detail. Texture mapping goes further than that, providing more detail – the closer you get to an object the more detailed it is. *Wing Commander* (from Origin) tried to fake it, but this will be the first game that uses the technique properly.

And what is the other game you've got coming out?

It's called *Cosmo's Cosmic Adventure* and is largely based on *Sonic the Hedgehog* for the Sega Genesis *(known as the Sega Megadrive in the UK)*. It's being written by Todd Replogle, who did *Duke Nukem* for us, and uses so much more technology than anything we've done before.

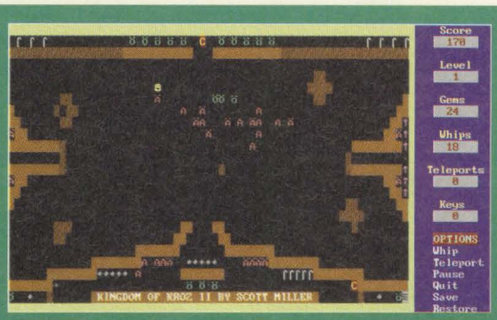
Everything takes place on the full-screen, unlike other games which just use part of the screen. The background also scrolls up and down, giving a feeling of depth. It also has bigger characters and more animation. It'll be out in four weeks time. It'll be by far our biggest release.

Diskography – The Apogee Story

While *Duke Nukem* and *Commander Keen* are the games that have given Apogee global fame and fortune, the company has a long and distinguished history producing a wide range of games for the PC; not just platform-games but several other types as well.

Many of the early games were written by Scott Miller, who founded Apogee, but as the company became more well-known it sought other developers (or, alternatively, they sought the company). The most distinguished of these have been Todd Replogle (responsible for *Duke Nukem*, *Cosmo's Cosmic Adventure*) and the coding team ID Software (who were behind *Commander Keen* games).

Here, for your delectation, is *the* definitive guide to what's what when it comes to Apogee Software's productions:

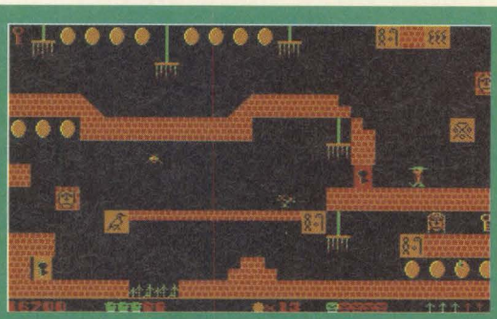


The Kroz Games

Released: Early 1987
By Scott Miller

The first Apogee – in fact pre-Apogee – game, The *Kroz* games is a series of arcade adventures featuring 16-colour, text-based graphics. In the game, you are an archaeologist whose mission is to seek the Magical Amulet by exploring the vast caves and catacombs of the underground Kingdom of Kroz.

The games work on all PCs, regardless of the type of processor and graphics card which mean that the graphics are a bit primitive. Nevertheless, the game set the style for many of the future Apogee games – a large playing area and a mixture of arcade action and strategy.

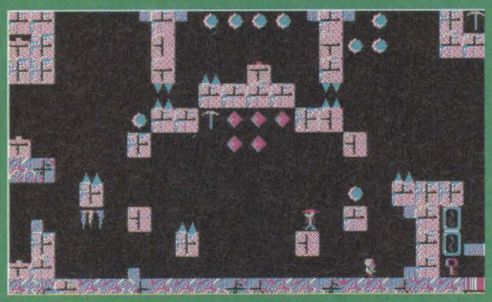


Pharoah's Tomb

Released: June 1990
Created by George Broussard

***Pharoah's Tomb* is the first adventure of Nevada Smith, an apprentice archaeologist to another famous movie relic hunter (or so the story goes). Nevada's job is to explore a huge underground pyramid made up of 20 dangerous levels riddled with puzzles and traps.**

George Broussard, creator of the game, was one of the first people to join Scott Miller in Apogee and has been with the company ever since. *Pharoah's Tomb* was the first game that used Apogee's FAST animation system (see main story), a development tool that is still being used on the company's latest releases.



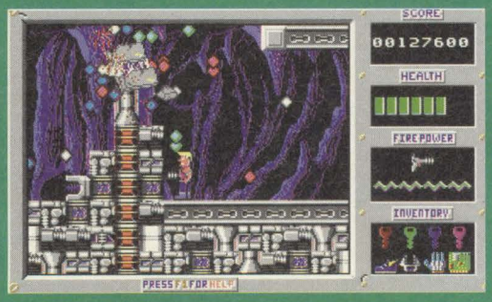
Arctic Adventure

Released: May 1991
Created by George Broussard

***Arctic Adventure* is the sequel to *Pharoah's Tomb*. This time Nevada Smith is exploring a treacherous, icey cave in the cold and perilous Arctic region.**

The aim of the game is to collect pick axes which you need to break the ice walls at the end of each of the game's 20 levels. On the way there are dozens of obstacles and enemies with which to contend, all of whom are out to get you (it must be your BO).

***Arctic Adventure* was on *Public Domain* issue four cover disk (see Back Issues on page 67 to get a copy) and works on CGA PCs and upwards.**

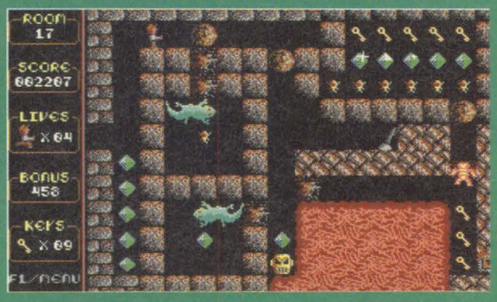


Duke Nukem

Released: July 1991
By Todd Replogle

In this impressive arcade game, one of the first PC games with a multiple-layered playfield, you play the role of superhero Duke Nukem who has been called in on a special mission to save the world. Doctor Proton, who wants to conquer the planet, has built an army of Techbots to help him. You have to destroy them as well as save yourself, before the world is overrun by the evil megalomaniac and his inhuman soldiers.

***Duke Nukem* features over a megabyte of EGA/VGA graphics and only runs to its full ability on PCs with fast processors (at least 10MHz) and a hard drive.**



Paganitzu

Released: October 1991
By Keith Schuler

Your character, Alabama Smith, has to explore a vast and dangerous Aztec pyramid containing traps and unusual creatures as well as valuable treasures.

Unlike the other Apogee games *Paganitzu* isn't level-based; rather, it's a large continuous adventure, viewed from above, with several different routes to follow to finish the game. Overall the game tests your mind more then your reactions, although there is a lot of action with each part of the adventure containing new puzzles, graphics and surprises for you to encounter.

***Paganitzu* runs in CGA, EGA and VGA.**

How successful are your shareware games? Do you find that anyone registers the games?
We find that almost everyone orders the entire trilogy and almost no-one buys just the first game.

With *Duke Nukem*, *Commander Keen* and *Secret Agent*, you seem to follow a platform game style. In the future are you going to keep to that style, or are you going to get into other types of games as well?
We find that platform games are very popular. You don't see them in the commercial market, which is strange considering their popularity, so we try to fill that gap in the marketplace. For the most part we do the type of things that you see on the Sega Genesis.

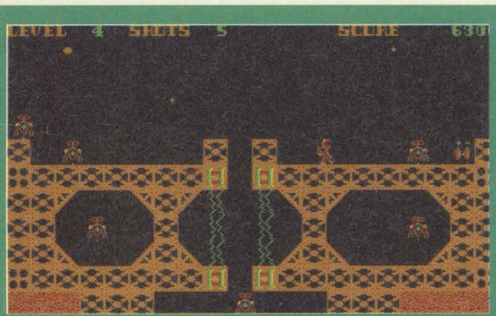
I also like platform games a lot myself, so we'll still keep doing them. We'll also be getting into other areas. Apart from the 3D game, we've got a new game coming out that we haven't named yet. It's a shoot-'em-up with you flying straight ahead into the screen in a spaceship. It's the first PC game with three levels of scrolling and looks stunning.

We're also developing a game in the *Ultima*-line of things with a top-down view. *Gatehead* is also due out in three months, and *Bow Hazard* is a shoot-'em-up with smooth scrolling.

We're bringing out eight games in the next few months, including an educational game called *Word Rescue* in four to six weeks time.

What systems, software and techniques do you use in the development of your programs?
We program in assembly language and C on the PC. We've also developed FAST, or Fluid Animation

cont. on p52

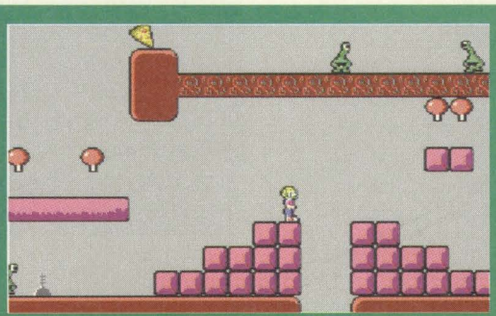


Monuments of Mars

Released: November 1990
By Todd Replogle and Scott Miller

An arcade adventure set in the near-future in which you have to explore a secret underground city on Mars. You have to survive 20 different levels that feature a wide range of puzzles, traps, creatures and useful artifacts to hinder or help you on your way.

Monuments of Mars is CGA, EGA and VGA compatible, and works on 8086-based machines upwards, but won't work on an 8088 machine as its animation requires too much power. While the graphics aren't too impressive, the game keeps to Apogee's style of having a large playing area and strategic action.

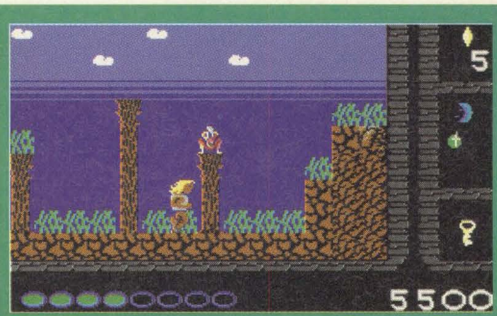


Commander Keen: Invasion of the Vorticons

Released: December 1990
By ID Software

This is Commander Keen's first adventure. It takes place on Mars where a Vorticon invasion force is planning its conquest of Earth. But while Keen is exploring Mars the Vorticons steal pieces of his ship and hide them in their vast cities. Keen's mission is to find all the pieces of his ship and destroy the Vorticons.

The game features over 1Mb of graphics and complex animations, with the animation and scrolling updated at nearly 40 frames per second.



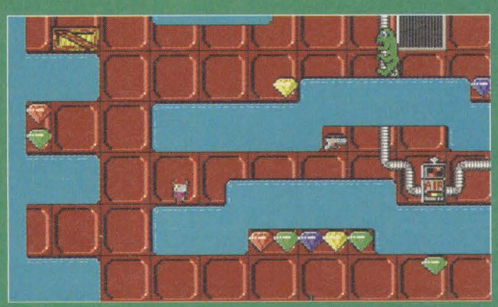
Dark Ages

Release: March 1991
By Todd Replogle

In *Dark Ages* you're the Prince of the Kingdom, sent away at an early age by Garth the warlord to be raised by a peasant. That nasty old warlord wants the kingdom to himself, as nasty old warlords generally do.

However, unbeknown to Garth, the peasant who raised you was once a brave hero and has trained you as a warrior, giving you the abilities to claim your rightful place as king of the land. And this is what you have to do.

Dark Ages requires a PC equipped with an EGA or VGA display card and an 80286 chip upwards otherwise it would be too slow, and this game has a need for speed.

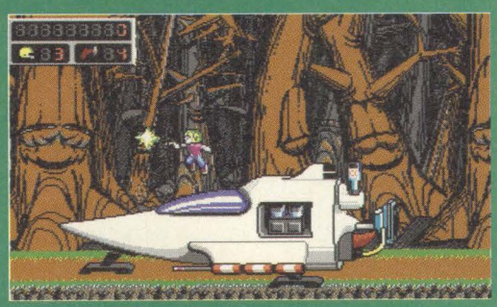


Crystal Caves

Released: October 1991
By Frank Madden and Apogee

Mylo Steamwitz is one of those opportunist businessmen forever after a get rich quick scheme. And with *Crystal Caves* he's found one: search caves on the asteroids and planets of the Altair star system for priceless crystals hidden within. There are all sorts of challenges for Mylo to confront, including traps, rock slides and even reversed gravity fields, all designed to hinder Mylo's progress and create compulsive gameplay.

An EGA/VGA-based game, *Crystal Caves* has full-screen, scrolling levels, smooth animation and colourful graphics so it's attractive as well as addictive.

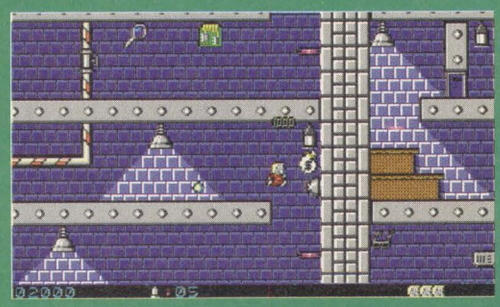


Commander Keen: Goodbye Galaxy

Released: December 1991
By ID Software

In this, the first game in the second *Commander Keen* trilogy, Billy Blaze (played by you) has to rescue the members of the High Court of Ghosticena who have been captured by the deadly Shikadir and taken to the vast and dangerous Shadowlands.

Another large platform-based game, *Commander Keen: Goodbye Galaxy* has improved graphics, sound and playability compared to the earlier games, and will only run on EGA and VGA-equipped PCs.



Secret Agent

Released: February 1992
By Peder Jungck and Apogee

Your mission, should you accept it, is to break into the Diabolical Villain Society's headquarters and get the blueprints for a secret ruby-powered laser satellite.

As 006 1/2, the top agent at the Bureau Against Deviants (BAD) organisation, you're up against a variety of colourful enemies, killer robots and imaginative traps. All in a day's work for a secret agent.

The action gets pretty frantic at times, and if you want to experience it for yourself, you can play *Secret Agent* now as it's on this month's cover disk. Turn to page 6 for details of how to get it up and running.

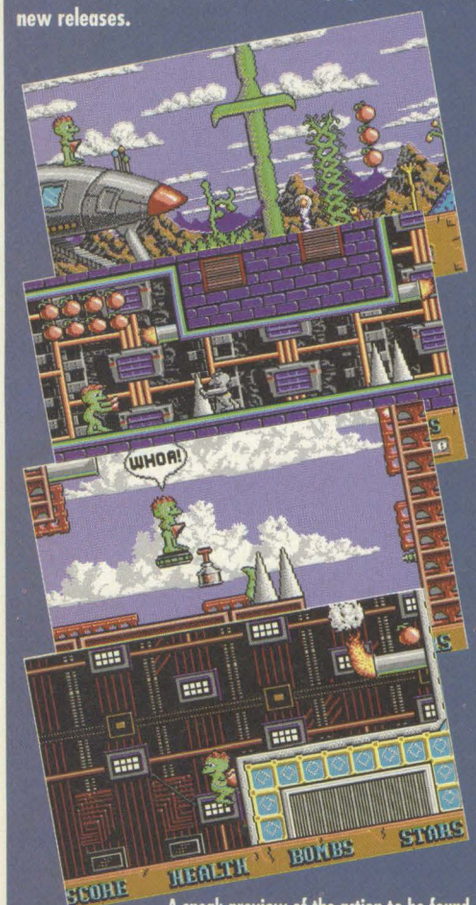
cont. from p51

The future's so bright

Apogee isn't resting on its proverbial laurels and is working on several new games, a couple of which appear to be breakthroughs not only in terms of the shareware scene but for PC games in general:

- ***Word Rescue***
  Apogee's first foray into educational software
- ***Cosmo's Cosmic Adventure***
  Promises to be a revolutionary game, borrowing ideas from *Sonic the Hedgehog*
- ***Wolfenstein 3D***
  The first 3D game from Apogee that features texture-mapped 3D graphics and 256 colours
- ***Bio Hazard***
  Another break from the Apogee mould: a shoot-'em-up with smooth scrolling
- ***Duke Nukem II***
  The sequel to the highly-regarded *Duke Nukem*

All of these games are going to be released over the next few months at regular intervals and, judging by Apogee's previous output, will be eagerly sought after by most PC games players. Check out *Public Domain* for all the latest information on the Apogee's new releases.



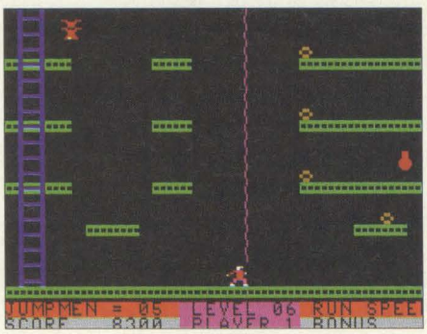
A sneak preview of the action to be found in Apogee's forthcoming game, *Cosmo's Cosmic Adventure*

Software Technology, which everyone who works for us is able to use. FAST is huge and contains the programming editor and paint package, and is filled with all the routines we use in our games to do the scrolling and animation.

Where do the people who work for you come from?
Well, we've got people who have worked for Origin, Epyx and Cinemaware as well as some big-name freelancers. In the beginning I tried recruiting people who did shareware programs, but now we get calls from people who want to join almost every day. Currently we've got eight design teams working for us, and we're not looking to take on any more.

How come you've got so many good programmers working for you when they could be working for other software companies?
They like working for us. Not only that, authors get higher royalties than they'd get from a commercial company, probably triple, even though we sell fewer games. We also let the author have much greater control over the games they make. The design teams make decisions, not the people in the boardroom.

The authors don't want to work for software companies as they like Apogee. Basically they have a good time here. We all go skiing once a year and everything's so relaxed.



An unusual release from Apogee: *Jumpman Lives!* is a conversion of the classic Commodore 64 game *Jumpman*

You've had a game called *Trek Trivia* out for quite a while now. Paramount Pictures has been asking authors to remove games that refer to *Star Trek* from the market. Has that affected you at all?
We were contacted by Paramount about two and a half months ago and were asked to remove *Trek Trivia* from our catalogue. We stopped selling it right away. We could have fought it, but as *Trek Trivia* is not a big money maker it wasn't worth it.

You've been setting up official agencies for your products in a number of countries around the world. Is this all part of your expansion? Also, where are your biggest markets?
Our biggest markets are in Germany, the UK – in fact, most of Europe – Australia and Canada. We've got letters from all around the world, including Russia.

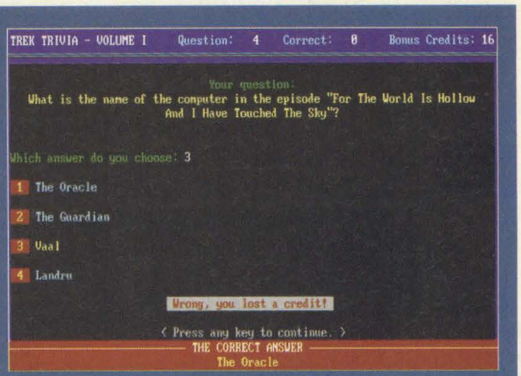
We've got dealers in several other countries. In fact, we've added two in the last week, in Denmark and Germany. And we've now got three in Australia.

Have you been affected by the recession at all?
What recession? If there is one we haven't noticed it. People always have to be entertained and we provide entertainment relatively cheaply. I guess if the so-called recession wasn't on, we'd be doing even better.

Apogee's success looks set to continue in the next few months and beyond with the release of some exciting new games including *Cosmo's Cosmic Adventure* and the revolutionary *Wolfenstein 3D*. The quality of these products demonstrate that shareware software can easily match – and even surpass – the quality of their commercial counterparts, and should push back the boundaries of *all* PC games even further. PD

Trek Trivia

By Scott Miller


TREK TRIVIA - VOLUME I
Question: 4
Correct: 0
Bonus Credits: 16
Your question:
What is the name of the computer in the episode "For The World Is Hollow And I Have Touched The Sky"?
Which answer do you choose: 3
1 The Oracle
2 The Guardian
3 Vaal
4 Landru
Wrong, you lost a credit!
< Press any key to continue. >
THE CORRECT ANSWER
The Oracle

***Trek Trivia* is the 'lost' Apogee game. Based on the classic *Star Trek* television series it consists of 100 questions about characters, events, cast members and other bits of trivia about the popular series. You are given questions on-screen and have to pick the correct answer out of a choice of four. If you get a question wrong, the program gives the right answer.**

But if you haven't got it already, you won't be able to get hold of it. *Trek Trivia* was recently taken off the market because of Paramount Pictures' insistence that the characters and terms used in the game were an abuse of their copyright trademarks.

Apogee Software – worldwide domination?

While Apogee is based in the US, it has official dealers for its products in a number of other countries, including Canada, Australia, Germany and the United Kingdom.

These dealers not only provide an easy way of registering the shareware games, but they also stock Apogee's commercial offerings – including the hint books and games that registered users are entitled to.

Precision Software Applications has been the official Apogee distributor for the UK for almost a year now and has been impressed with the quality of the Apogee products. "They're our most popular programs by far", says Alan Stocker, a partner in the company which stocks a wide range of other shareware software. "We're currently receiving over 400 registrations a week for Apogee games alone".

This is another example of how shareware software, when it is of a good enough quality and marketed sensibly, can be a big success story.

AMIGA PUBLIC DOMAIN LIBRARY

AMIGA DEMOS

Some people love them, some people cannot see the point of them, but they are here to stay!
There is no better way to show off your Amiga!

D 001 ALCATRAZ MEGADEMO 4 (3 DISKS) Brilliant! One of the biggest.
D 008 STATIC BYTES MEGADEMO Six parts, clever stuff.
D 014 CRYPTOBURNERS MEGADEMO 2 Contains some good demos. worth a look.
D 033 TOMSOFT TRIP TO MARS. Vector graphics with a theme *
D 034 BUDBRAIN MEGADEMO (2 DISKS) A classic! Not to be missed but beware of the very risque cartoons.
D 035 CRIONICS MEGADEMO Another great! Famous for the Madonna part.
D 061 POSSESSED MEGADEMO (2 DISKS) Good animated space intro
D 067 MIRAGE MEGADEMO (1 MEG) Yet another good one. Some good FX.
D 078 CRIONICS NEVERWARE (1 MEG) Famed for the brill Madonna graphic.
D 080 KATHARIS MEGADEMO From Poland! Famous X-Copy demo, plus.
D 081 INTUITION MEGADEMO Includes the flashiest ever acild demo.
D 091 FILLET THE FISH Similar to PUGGS, but not as good, still brill.
D 125 DEXION MEGADEMO Underrated at the time. Old but good
D 135 REBELS MEGADEMO Excellent for its time. Good demos.
D 136 ALCATRAZ MEGADEMO Again underrated at the time but very good.
D 138 RAF MEGADEMO (2 DISKS) Still fresh after all this time!
D 141 PHENOMENA MEGADEMO Brilliant group today, always been good.
D 146 RSI MEGADEMO (2 DISKS) An all time great! Still good today! Great music and graphics. A must!!
D 150 IAN & MICK MEGADEMO Inc. classic toilet door demo.
D 153 PUGGS IN SPACE Not generally classed as a megademo, but not to be missed. Great for the kids.
D 160 TRILOGY MEGADEMO (2 DISKS) Includes game, a classic, contains a joke, or is it a bug? You decide.
D 161 PREDATORS MEGADEMO (2 DISKS) Don't miss this one, great sound, graphics and game. Another classic.
D 166 SILENTS MEGADEMO Early Silents, the brilliance is born!
D 180 SCOOPEX MENTAL HANGOVER Another classic which pushed the boundaries of the Amiga light years on.
D 190 RSI CEBIT DEMO. Terrific demo, with the best ever music *
D 223 BUDBRAIN MEGADEMO 2 Not quite as good as the first, stillgood!
D 225 HORIZON MEGADEMO (Sleeping Bag) Superb ray traced anim. Great
D 236 GOLDFIRE ULTIMATE FX....This group continues to improve!!
D 242 3-D DEMOS....Get out your 3-D glasses and CHECK THESE OUT!

POWER DEMOS

(All demos in this section require loads of memory)

P 001/2 WALKER DEMO 1 (2 MEG 2 DISKS)
P 003/4 WALKER DEMO 2 (2 MEG 2 DISKS)
P 021-026 UPGRADE(1.5 MEG 2 DRIVES 6 yes 6 disks!!!) multi part anim
P 010/11 HEADKICK ANIM (2 MEG 2 DISKS plus HARD-DRIVE)
P 012/3/4 STATION AT KHERN (2 MEG 3 DISKS)
P 030/1 DRAGONS LAIR 2 GAME DEMO Superb (3 MEG, 2 DISKS)
P 032/3/4 BUZZED Great Ray traced anim (2 MEG, 3 DISKS)
P 035/6/7/8 AUTOMATED LIGHT (BATTLESTAR GALACTICA) (3 MEG, 4 DISKS)
P 044/5 ANTI LEMMING DEMO (2 MEG)Excellent Eric Shwartz animation.
P 046/7 THE DATING GAME (3 MEG 2 DISK SET) 4 mins long anim!! Truly impressive Eric Schwartz demo
P 050-3 TOBIAS RITCHER: LANDING (4 MEG) (4 DISKS) Brilliant!

AMIGA DEMOS

D 243 KEFRENS - THE WALL.....Great intro! Good graffix, then so so
D 259 PHENOMENA ENIGMA Absolutely Awesome!!! Fantastic, Get it
D 261 SIMPSONS DEMO BY DECAY: Probably the best so far. (1 MEG)
D 264 ANALOGUE MEGA DEMO. Great intro and novel demo selection.
D 265 GALLOW MEGADEMO Purple Haze! Great colours, fair demos.
D 267 BASS MEGA DEMO. Great housey music throughout.
D 269 PULLING THE TRIGGER. Loved the music! Well presented demos (1 meg)
D 294 SILENTS: ICE MEGADEMO (1 MEG) Brill demo, More interesting for coders.
D 295 TOMSOFT: VIRTUAL WORLD (1 MEG) Its a classic. Best this year.
D 296 MAGNETIC FIELDS: HYSTERISIS. Good demo, now loader friendly.
D 299 TAS EGO TRIP (1 MEG) Huge demo, great music and value.
D 700 PMC ALPHA OMEGA Ray-tracing, vectors, excellent.
D 704 ITS MENTAL 3 Sick jokes, cartoons etc. Not for the nervous.
D 705 VOYAGE Cleverly linked demos. Good vectors.
D 706 THE CULT: VECTOR DANCE 2 Good GFX and original vector FX.
D 708 ANARCHY DEMO So new I can't remember what it was called!!
S 393/4/5 DEFINATIVE MADONNA SLIDESHOW...(3 disks) 1 meg & 2 drives
S 441 INVISIBLE WORLD SLIDESHOW. See it and itch. Micro bugs
S 486/7 WWF ANIM AND SLIDES (1 MEG) (2 DISK SET) US wrestling
H 545 JET FIGHTER ANIM...Similar to The Run, but far far better (1 MEG)
H 555 BATMAN THE MOVIE ANIMATION (1 MEG)....Good funny cartoon
H 559 MAGICIAN AND JOGGER ANIMATIONS (1 MEG). .Ray traced anims.
H 560 CAR & UNICYCLE ANIMATION (1 MEG)....Brill anim, a must for fans!
H 564 EVIL DEAD DEMO (1 MEG).. Get the goulies, before they get yours
H 565 RGB & FOCUS (1 MEG)....The famous 'stretching nose' animation!
H 573 TOO MUCH 3D (1 MEG)....The spaceship flies out of the screen!
H 576 IRAQ DEMO Amusing animation of what might have been
H 577 MORE AEROTOONS More in the series of Stealthy cartoons
H 579 MORE CLASSY ANIMATIONS More cute anims from Steve Packer
H 607 WINGS ANIMATION. Brilliant stuff and long too! (1 MEG)Good
H 636/7 STAR TREK MEGADEMO (1 MEG, 2 DISKS) Best of Ritcher!
H 645 YET MORE CLASSY ANIMATIONS 2 Super-Star chuck anims
H 647 VIETNAM ANIM (1 MEG) Another Stealthey-type animation
H 650 OPTIMUM PRESSURE CRISIS (1 MB) Great series of animated slides
H 652 YET MORE CLASSY ANIMATIONS 3 Latest works from Steve.
H 653 YET MORE CLASSY ANIMATIONS 4 .....and more.
YET MORE CLASSY ANIMATIONS 5 Final in the series
X110 FRAXION HORROR Great cartoon graphic demo of nasty stuff.

MUSIC

M 005 MAHONEY & KAKTUS Brilliant music disk
M 030 DIGITAL CONCERT 2: Over 12 mins of mixed house music.
M 200/1/2 SAE AMAZING TUNES 2 (3 DISKS 1 MEG)...Superb!
M 212 MAG FIELDS CHIP FESTIVAL....Another huge collection.
M 216/7 RAF MEGA MIX 2 (2 DISK SET)....Good quality music mix.
M 226 DYNAMITE BEATS 4...Another very classy music disk from Max
M 230 DEXION PARTY MUSIC AND PICCYS....A good disk as always
M 232 ALCATRAZ MUZIC.....Classy presentation, 3 good tracks!!!
M 269 ALCATRAZ MORE THAN MUSIC. Superb.
M 311 LIONS: INXS (1 MEG) 2 tracks of remixed INXS.
M 314 MAG FIELDS: SPACED OUT 1 (1 MB) Beaty, housey music.
M 315 MAG FIELDS: SPACED OUT 2 (1 MB) More of the same. Good.
M 316 LSD: DON'T PANIC (1 MB) Well presented good sounds

ANIMATION SPECIAL!

The works of Tobias Richter. All require 1Mb.
H 002 Agatron Anim. 2 Misc - Jet fighter landing. Basic.
H 003 Agatron Anim. 3 Star Trek - Shuttle fly past.
H 005 Agatron Anim. 5 Star Trek - Klingon fires Torpedoes
H 007 Agatron Anim. 7 Star Wars - Fighter doing loops etc
H 009 Agatron Anim. 9 Star Wars - Fighter flyby. Impressive
H 010 Agatron Anim. 10 Star Trek - Enterprise in dry dock
H 011 Agatron Anim. 11 Tron - Tank vs Deaktivator. Good vectors
H 012 Agatron Anim. 12 Tron Animation. Not one of the best
H 013 Agatron Anim. 13 Misc - Robo 1. A robot waving.
H 014 Agatron Anim. 14 Star Trek - Workbee and Reliant. 3 Shots.
H 017 Agatron Anim. 17 Star Trek - TWOK Animation. Short but OK.
H 018 Agatron Anim. 18 Star Trek - Enterprise fly by. Short
H 020 Agatron Anim. 20 Misc - Huey the helicopter taking off
H 023 Agatron Anim. 23 Star Trek - Fleet Manoevre. Brilliant
H 024 Agatron Anim. 24 Misc - A pen signing 'Tevox'
H 025 Agatron Anim. 25 The Run. Superb car chase. A classic
H 026 Agatron Anim. 26 Misc - A ship rocking at sea. Poss Bug.
H 027 Agatron Anim. 27 Misc - A book opening!
H 028 Agatron Anim. 28 Star Trek - Shuttle and Enterprise
H 029 Agatron Anim. 29 Star Wars - Millenium Falcon in chase
H 030 Agatron Anim. 30 Star Wars - Millenium Falcon goes hyper
H 031 Agatron Anim. 31 Misc - Porsch rising out of a table
H 032 Agatorn Anim. 32 Space - Space probe flying away.
H 033 Agatron Anim. 33 Space - Space probe passing. Short.
H 034 Agatron Anim. 34 Star Trek - The Space Office. A bit short
H 035 Agatron Anim. 35 Space - Space probe flying away.
H 036 Agatron Anim. 36 Star Trek - Bird of pray loop de loop!
H 037 Agatron Anim. 37 Misc - Tobias goes knackers!

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GAMES

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G 133 PD GAMES COMPO Good selection inc Welltrix and Breakout.
G 136 DRIP Very tricky painter type game. Almost commercial quality!
G 142 PD GAMES COMPO 3....Great Pacman plus 2 others.
G 143 JEOPARDY (1 MEG)....Version of the board game Risk!
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G 154 BATTLEFORCE (1 MEG)....Strategy battle game.
G 159 ANTEP (1 MEG)....RPG also SLOTS, a good car chase game.
G 170 MEGABALL. The ultimate PD Breakout game?
G 171 ZEUS Simple but addictive puzzle game. Great.
G 175 CUBULUS. Great 'Rubics Cube' type puzzle. Excellent.
G 178 WIZZYS QUEST (1 MEG) Super game for PD. (Shareware).
G 179 LLAMATRON By Jeff Minter, blast the beasties (Shareware).
G 180 BLOCK IT 1.2 A tough but addictive puzzle game.
G 181 JT's GAME COMPENDIUM Some old, but most are new.
G 182 MENTAL IMAGE GAMEDISK 1 A superb compilation of new games
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G 187 SUPER SKODA CHALLENGE (1MB) A Lada fun for 4 players.
G 189 NO MANS LAND (1MB) A good 2 player shoot each other game.
G 197 NBS GREAT GAMES VOL 3... Super new games
G 198 PATIENCE CARD GAMES..Superb games and graphics

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U 611 MED 3.11B. Latest version of this great music utility.
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U 621/4 C-MANUAL. Latest 4 disk C Manual by Anders Bjerin.
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U 631 SONIC DEVELOPMENTS MUSIC PACK 3 Latest Trackers inc source
U 633 PRINTER DRIVER GENERATOR KIT plus over 50 drivers
U 638/9 WINDOWSBENCH V1.0 Nice workbench alternative
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U 345 CLIP ART 5 Education, Financial, Art misc, Symbols
U 346 CLIP ART 6 Food and Drink
U 347 CLIP ART 7 Environment, Food and Drink, Health and Home
U 348 CLIP ART 8 Valentines, Weddings, Leisure
U 349 CLIP ART 9 Birthdays, Xmas, Easter, New Year etc
U 350 CLIP ART 10 People (Children, Family, Fashion, Romance)
U 351 CLIP ART 11 People (Men Woman)
U 352 CLIP ART 12 Signs (Bears, Christmas, Misc)
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Cutting the cost of

Every second counts when you're using your modem, and it's BT that's doing the counting. But there are simple and cost-effective ways to cut down on your on-line time. Thrifty Peter Wright shows you the way to save your pennies...

While you're happily downloading all that wonderful free PD software that bulletin boards have to offer, reading files in message areas and leaving mail for other comms users in far flung parts of the globe there is a cold calculating beastie sitting on the line, intent on charging for every unit of phone time you, and your computer, use. Its name – the British Telecom computer.

With the aid of a computer and a modem it's all too easy to run up huge phone bills in a very short space of time. But there are ways to beat those BT bills blues so that you can spend your time on-line more cost effectively.

Modem speed...

It may seem obvious but the faster your modem can send and receive information, then the less time you will spend waiting on-line for it to do so. Faster modems do cost more than their slower counterparts, but in the long run they can save you a great deal of money.

Modem speeds are measured in baud rates, or bits per second. Although, this figure is not necessarily an accurate indication of speed, as a general rule, the higher the baud rate figure the faster you will be able to download data. Here's how long it would take to download a 100K file at the three most popular speeds:

1200	**14 minutes**
2400	**7 minutes**
9600	**2 minutes**

That proves it: the quicker the modem, the lower the phone bill.

The speed of a modem is most noticeable when you are either reading text or downloading files. But don't worry if you can't fork out for an expensive, speedy modem because there are a few tricks that can speed up these operations.

Downloading files...

Bulletin boards realise that for the board user time is money. With this in mind you will find that a great many bulletin boards hold *compressed* files. You can usually tell if a file is compressed by the way its name ends. it will usually have LZH, ZIP or ARC tapped onto the end of it.

Compressing a file means that its overall size is decreased, but without any loss of information. Its rather like the rubbish in your dustbin. There comes a point where the bin seems full, but if you were to jump into the bin yourself the rubbish would compact and leave more free space. The amount of rubbish in the bin hasn't decreased, but the space it takes up has. Since compressing a file reduces its size, it also reduces the amount

Long distance solution

Another, more direct step, that can be taken to save on your comms costs is to ditch the services of BT when making long distance phone calls and instead use Mercury Communications' 2300 service.

To use Mercury 2300 costs residential users an annual fee of £7.50 with units of connect time being charged in tenths of a penny. Once subscription has been paid all the user has to do is modify their dialling entries in their comms program so that it will first dial 131 through your existing BT phone line, followed by a unique Mercury 10 digit ID code, followed by the actual number. It might seem a bit long-winded, but after this connection is as normal, but with one major difference – the cost.

A typical long distance UK phone call through BT (ie, London to Birmingham) will cost you 7.6p per minute. With Mercury this figure drops to 3.75p per minute – less than half price. The saving is the same on international calls. So, if long distance and international communications is what you are interested in then you really could do worse than look at the service that Mercury has to offer.

comms

of time taken to download it. If, when looking around the board you find a file you want that doesn't seem to be compressed, but which might take some time to download, then simply get in touch with the sysop (the person in charge) and see if they can compress it for you.

Another factor that has an important bearing on download time is your choice of transfer protocol. British phone lines are notorious for having a lot of background noise. You have probably heard it yourself; hisses, clicks, pops and whistles. This is fine for a human who is capable of distinguishing between chit-chat and these noises. To a modem, however, they can be catastrophic since it can interpret each extraneous bleep and fizz as a bit of data, which leads to errors in the file it's downloading.

"Faster modems do cost more than their slower counterparts, but in the long run they can save a great deal of money."

To get around this problem, transfer protocols split the file at the bulletin board into small manageable chunks of numbers. The board then does some calculations with these numbers and then sends the results, along with the chunks of data, to your computer. Your computer then does the calculations itself and checks the results match those from the board. If there is a difference between the results for any individual chunk, then that chunk is sent again.

The different transfer protocols determine the size of the chunks into which the file should be split, and the calculations to be done on them. However, different protocols run at different speeds. Currently the most popular protocols are X-MODEM, Y-MODEM and Z-MODEM. Of those, X-MODEM is the slowest; Z-MODEM is the fastest and safest, but unfortunately is not supported by as many programs as X-MODEM.

When deciding which protocol to use, always choose the fastest protocol that both the board and your software support.

Dealing with text

Downloading is fine for dealing with binary files – such as programs – sound files and artwork. Text, however, is a different matter since it is rarely held in an easily downloadable file. You will soon come to discover that text is your greatest enemy on-line and can consume the greatest amount of on-line time.

No matter what modem you have, you will invariably find that its speed does not have a dramatic effect on the speed at which you read.

If you spend time on-line reading text then the only computer that is working at its most efficient is British Telecom's. The key to keeping costs down when dealing with all bulletin boards is never to read messages or other text files on-line.

So, how do we go about reading the boards text? There are two options open to you here. Every decent communications program worth its salt has a capture buffer, a facility for taking any text that appears on the screen and putting it into a file which you can read later. Use it!

The second method is to use an off-line mail reading package. As more and more people begin to use bulletin boards and the volume of messages on them grows, so does the demand and need for some method of dealing with mail efficiently. This is where off-line mail readers come in.

Off-line mail reading facilities generally consist of two parts; the mail packer, controlled by the board, and the mail reader which resides in your software. Having told the mail packer which areas of mail you are most commonly interested in, it will quite happily search those areas for new mail whenever you ask it, pack any messages it finds into a single compressed file, and then download it. Since you are not actually reading any of the text on-line, and the text itself is now compressed, you are actually saving yourself a great deal of time and money.

Many off-line readers, which, incidentally, are usually PD or shareware, will also let you produce replies to the mail. These are then packed into a single file ready for you to upload to the board the next time you log on.

"The key to cost effective comms is never to read messages or other text files on-line."

All this advice about text also applies to file lists. Many people, even experienced users, tend to spend ages on-line reading file lists, even though the board has ready-prepared compressed lists available for download.

Where's the script?

The final weapon available to you in the war on phone bills is the script. More and more comms programs these days allow you to write scripts. A script is a program written in a special language designed purely to control the comms software and the modem. You can write a script to log on to your favourite board, download the new mail file and then log off, all without any human intervention at all. The advantage here is that the computer will not make typing errors, or be distracted by the latest colourful welcome screen.

The disadvantage with scripts is that, as with any form of programming, they are pretty tricky things to write, and you need to know exactly what you're doing. Unlike writing a BASIC or C program, testing a script inevitably costs money, since to test it you must let it loose on a board.

If you want to write a script, before you do, try logging on to the board yourself a couple of times with the capture buffer turned on. You can then see exactly what the board asks you and how you responded. You then stand more chance of getting the script right first time. Above anything else, get the sysop's permission before letting your untested and potentially dangerous programs loose on their board. They may not be keen on the idea, or, if you're lucky, may already have a script on-line which you can use.

If you want to take advantage of the benefits that bulletin boards have to offer then you're going to have to accept an increase in phone bills. But just follow the tips outlined here, and keep your actual on-line time to a minimum and you should keep your bills to a level where you won't have to go crawling to your bank manager to pay them. PD

Ten Tips To Save Money

1. Call the boards at cheap rate (between 6pm and 7am)
2. If possible try to use bulletin boards that are local to you
3. Always use the highest speed your modem and board support
4. Use software that supports fast protocols such as ZMODEM
5. Never read large volumes of text on-line; download it instead
6. Always compress your own files before uploading them
7. If an upload will cost more than a stamp, see if you can post it
8. Don't make two calls when one will do; upload replies the same time you download
9. When downloading mail, configure the board to only send mail of interest to you
10. Where your comms program allows, write scripts to handle logging on, downloading mail and uploading replies

Business & Applications

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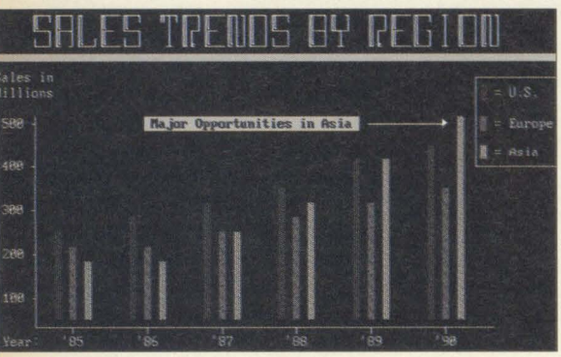
You're in business to make money, right? So the less dosh you lay out on software the more profit you'll make. But where can you find business software that doesn't cost the earth and a few other minor satellites besides? Take Jerry Glenwright's advice and check out PD and shareware...

JOSS (Shareware)

PC • 640K/MDA/CGA/EGA/VGA • Registration: Aus $79 • Ensign Systems, Freepost, London SE26 5BR ☎ 081-778 2871

One of the most exciting happenings in the cell-based calculating world of late, has been the advent of job-orientated spreadsheets (and there's the origin of the name *JOSS*). Job-orientating means that you can link the information from databases and report generators with data from your spreadsheet to produce what the antipodean company behind *JOSS*, Toolkit Software, refers to as, "a structured job procedure".



***JOSS*: spreadsheeting was never like this! Coloured cells and automated job processing combined with *Lotus* and *dBASE* compatibility, all wrapped up in a nice front-end**

Sounds like a lot of techno mumbo-jumbo designed to befuddle your powers of reasoning and relieve you of a few dozen Australian dollars, right? That's exactly what I thought *before* trying the program. And afterwards? Well, read on...

To get the most from *JOSS*, you enter the package and create a procedure – it's similar to, but much simpler than, an ordinary computer program – using the functions provided, pertinent data from your favourite database (*JOSS* is *dBASE III* compatible) and written reports from a word processor or stats generator. You can also define links with existing spreadsheets.

You orientate the procedure towards solving a particular task – determining stock fluctuations for the spring sales season, perhaps. Once you've tailored a task, set *JOSS* to work on it. The program uses the links you've specified to mould and manipulate data into the most readable (and therefore most *usable*) format. Procedure writing is *not* difficult. If you can use a spreadsheet, you can craft *JOSS* into a custom job processor.

The program can be used just like a normal spreadsheet (it's fully *Lotus* compatible), and also offers a full menu front-end, plenty of data import scope and such novel features as individually-coloured cells.

And the registration terms? 30 days of freebie use then it's out with the poke bag and your dollars in the post (it works out to about £35). You'll receive phone, FAX, post and BBS technical support, access to the Toolkit procedure library and software updates, as well as the *opportunity* to send more dollars in exchange for a 'professionally-produced' ring-bound manual (I always thought a decent manual on receipt of the fee was *de rigueur*, but there you are...).

And the bottom line? It's a novel idea and one which works well. There's far too much blinding-with-science in the documentation, but wade through reams of outlandish claims and you'll come up with some pretty usable software.

PC **65%**

FrontDesk (Shareware)

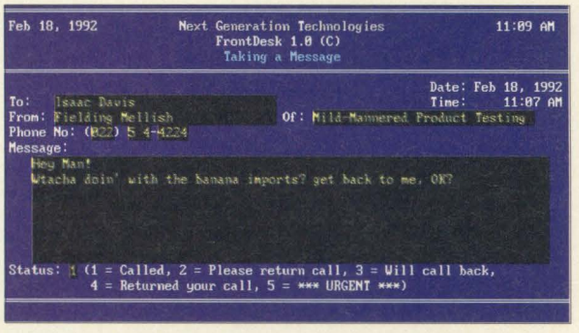
PC • 512K/hard drive/MDA/CGA/EGA/VGA • Registration: $20 • Ensign Systems, Freepost, London SE26 5BR ☎ 081-778 2871

FrontDesk turns an everyday PC into an integrated working environment for receptionists and secretaries. Or, to put it another way, all the functions performed by those overworked employees on the 'front-desk' have been digitised and bunged on to *FrontDesk*'s disk.

For personal assistants with little or no prior knowledge of computers, the program provides the PC-based ability to: log telephone calls and other messages; store and retrieve appointments, telephone numbers and addresses; and calculate figures.

Installation is a simple procedure that involves creating a sub-directory on your hard disk and copying *FrontDesk*'s executable files into it. Then you can run the program by typing FD at the prompt, or adding it to your autoexec batch file.

Boot *FrontDesk* and you're presented with a tight little front-end offering paths into all the program's functions. You can add, delete or browse numbers in the directory, examine appointments, make notes or type messages, in fact, all the things that you (or your PA) would normally do using real-world paper, pencils, telephones and so on. The benefits of


Feb 18, 1992
Next Generation Technologies
FrontDesk 1.0 (C)
Taking a Message
11:09 AM
Date: Feb 18, 1992
Time: 11:07 AM
To: Isaac Davis
From: Fielding Mellish
Of: Mild-Mannered Product Testing
Phone No: (822) 5 4-4224
Message:
Hey Man!
Wtacha doin' with the banana imports? get back to me, OK?
Status: 1 (1 = Called, 2 = Please return call, 3 = Will call back,
4 = Returned your call, 5 = *** URGENT ***)

***FrontDesk* gathers together all your favourite desktop tools into a PC-based personal assistant package that's a pleasure to use**

having these functions on your PC, however, is that they're all available at the tap of a key, they interact and you don't have to leave the office with numerous bits of paper and notes scribbled on the the backs of envelopes and fag packets because you can store all the information you want on one tidy disk.

Send off your registration fee for *FrontDesk*, and you'll be regaled with program updates (such as an auto-dialler for the phone directory), mouse support, a shrink-wrapped pro-produced manual and a host mode enabling you to phone your machine from home and download the day's messages and appointments. Oh, and you can use each of the 'modules' as stand-alone programs in the registered version.

I just *love* software like *FrontDesk*. It seems to me an eminently sensible idea to gather together an adding machine, telephone directory, message and appointments book and dress them in a simple-to-use front-end. And just twenty bucks buys your own little electronic bundle of fun!

PC **85%**

600 Business Letters (PD)

Amiga • 512K/single floppy • Disk 1541 • 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH ☎ 0924 366982

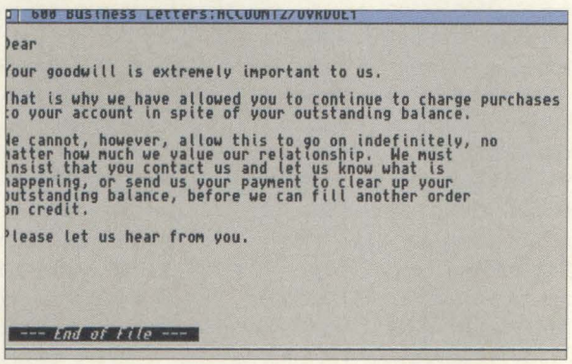
Here's a novel solution for all those who can sell condoms to eunuchs but struggle for days composing anything more substantial than a note to cancel the milk: pre-written pertinent prose covering every possibility.

Suddenly, nothing could be easier than generating wheedling epistles to bank managers, mail shots to prospective clients, communiqués to accountants, employers, the legal representatives of disgruntled customers – even a loving dozen lines to your dear old mother, all now as simple as opening your favourite word processor and summoning a suitable missive from the selection in *600 Business Letters'* directory.

The letters are organised into categories such as legal, accounts, sales, general business and many more, each category containing dozens, in some cases *hundreds*, of perfectly-composed letters, all saved in standard ASCII format. They'll all work with any word processor or desktop publishing package available. Now all you've got to do is figure out how to seal an envelope, right?

Not a stunning piece of coding, but at least someone's been nice enough to do all the hard work for you. Just the kind of sensible solution for which computers were created.

AMIGA **65%**


600 Business Letters:ACCOUNTZ/OVRDUE1
Dear
Your goodwill is extremely important to us.
That is why we have allowed you to continue to charge purchases to your account in spite of your outstanding balance.
We cannot, however, allow this to go on indefinitely, no matter how much we value our relationship. We must insist that you contact us and let us know what is happening, or send us your payment to clear up your outstanding balance, before we can fill another order on credit.
Please let us hear from you.
--- End of File ---

A sample of what's available from the vast collection (600 actually) of ready-to-use business letters. This one's displayed using the *More* utility, but they can be read into any word processor you have around

Reservation Assistant (Shareware)

PC • 384K/hard drive/MDA/CGA/EGA/VGA • Registration: $49 • Ensign Systems, Freepost, London SE26 5BR ☎ 081-778 2871.

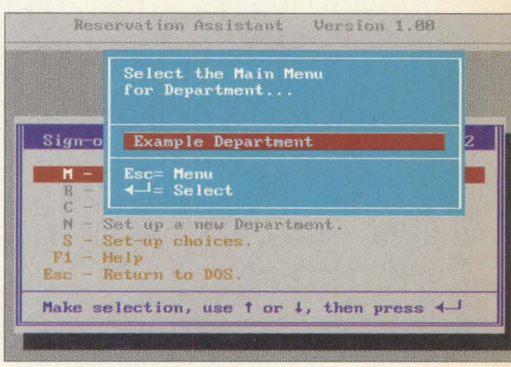
Here's a novel confection for anyone who's had to dish out time on a computer, library book, aeroplane seat or any other type of *resource* (and watch out for that word 'resource'). *Reservation Assistant* automates the process of booking time, whatever it's time for.

You see, all the consumables mentioned above can be thought of as 'resources' – items allocated to individuals for a finite period of time. Somehow someone's got to schedule time on those resources so that everyone gets a go, but no-one manages to hog them. And that's where *Reservation Assistant* comes in.

Realising that a pencil and paper works fine as a booking medium until the inevitable cancellations arise, Guia International has come up with the idea of producing non-dedicated and simple reservation software, requiring very little set-up.

RA enables bookings to made by viewing available time slots on a detailed graph, or by entering the bookee's desired time into the program and waiting to see if it's reported as reserved. Times can be

cont. on p58


Reservation Assistant Version 1.00
Select the Main Menu for Department...
Example Department
Esc= Menu
←┘= Select
N - Set up a new Department.
S - Set-up choices.
F1 - Help
Esc - Return to DOS.
Make selection, use ↑ or ↓, then press ←┘

***Reservation Assistant*: a quality piece of non-dedicated reservation software featuring a 65,000 user capacity, 36 month reservation facility and printed reports**

Word processing at the touch of a button for a diminutive dollar donation!

Word400 (Shareware)

ST • 512K/single floppy • Registration: $5 • Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent, Staffordshire ST3 1SW ☎ 0782 335650

ST word processors are usually complex, full-blown applications requiring hefty memory overheads to get up and running. But anyone who's ever worked with Apple's financially-remote silicon the Macintosh knows only too well that the machine has a range of DAs (Desktop Accessories) second to none.

Where the ST's accessory scene is littered with spell checkers, word counters, clocks and the like, the Mac's is brimming over with fully-featured word processors, sampling software, spreadsheets – you name it. If it's available, someone, somewhere has compacted it and bunged it under the Apple menu (where the Mac stores its Desktop Accessories).

And now the ST's DA base has come of age. *Word400* is the neatest little text editor you could wish for, and what's more, it's an accessory! That's right silicon multi-taskers, Greg Schneller, the programmer behind *Word400*, took one look at the average word processor and decided that the efficiency quotient could only be increased by bunging it under the Desk menu. The result is a word processor which is available at any time from within GEM-compatible applications (that includes almost every serious package ever written).

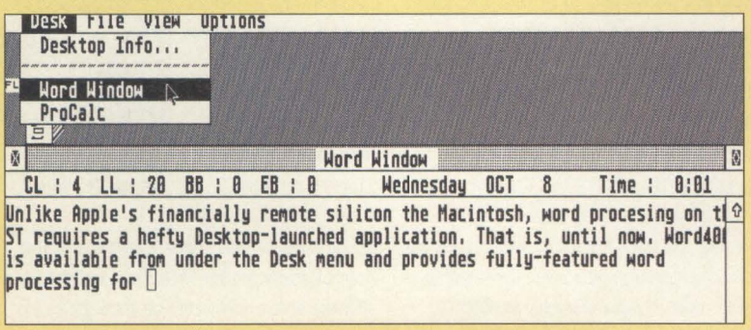
And don't think that because it's a desk accessory, there'll be a dearth of decent features. Just look at what's on offer: a full compliment of block mark, move, copy and delete functions, file manipulation including rename, delete and append, string searches, text highlighting with the mouse and direct ASCII *code* entry – which is extremely useful for setting up obstinate printers.

Sounds too good to be true? Wait, there's more: an on-line calendar available at the press of a function key, alarm facilities to remind you of important events, print spooling up to 4,000 bytes and an excellent on-line help facility summoned with the appropriate key.

All that, and a status bar above the text window showing the time, date, column number, line number and much more. A five bucks shareware donation (about £3) brings software updates whenever they're available.

As a serious STer, you simply cannot be without this program.

ST **95%**


Desk File View Options
Desktop Info...
Word Window
ProCalc
Word Window
CL : 4 LL : 20 BB : 0 EB : 0 Wednesday OCT 8 Time : 0:01
Unlike Apple's financially remote silicon the Macintosh, word procesing on t
ST requires a hefty Desktop-launched application. That is, until now. Word40
is available from under the Desk menu and provides fully-featured word
processing for

Here's a welcome addition to the ST freebie scene: word processing from under the Desk menu ready to pop up at any time. Lots of features including a continuous date/time read-out

cont. from p57

specified as hours, dates, a series of dates or certain hours on several days. In addition, you can instruct the program to avoid specific days such as public holidays, weekends and so on.

You can schedule repeat reservations over 36-month periods for up to 65,000 users. Printed reports are available to those with Epson-compatible printers and you can index them alphabetically by user or date.

The $49 (that's about £30) registration fee buys 90 days of tech support by phone and mail.

A quality package marred only by the appallingly patronising documentation: "...when a Person or Thing needs time on a Resource, we call that a Reservation." Er, yes.

PC **70%**

ProCalc (Shareware)

ST • 512K/single floppy • Registration: $10 • Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent, Staffordshire ST3 1SW
☎ 0782 335650

When the ST first strutted its silicon stuff around the computer shows, pop-up calculators were deemed to be the saviour of any machine that could muster 'em! Now *you* might think that a desktop calculator isn't especially exciting and boy, would you be right, but back in silicon's pre-history, pop-ups knocked the punters dead. These days, of course, the hoo-hah has died down, but there's still a need for a decent little desktop calculator – especially for the business user.

ProCalc is that calculator.

Bung it on a boot disk, bend the warm reset knob once or twice, and seconds later you have got an expansive number manipulator available from the Desk menu.

The first thing you'll notice about *ProCalc* is its superior layout. At first it appears deceptively traditional, but soon you'll realise that considerable thought has gone into grouping the various features logically so that they fall easily to hand.

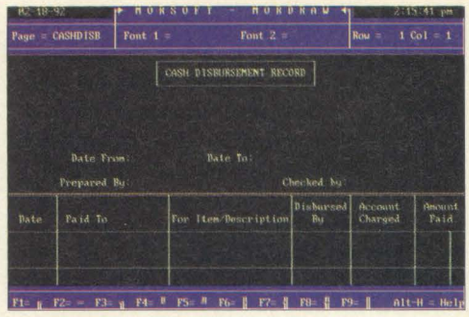
Here's just a little of what's on offer: log, exponential, power, root and trigonometric functions arranged in three sections, 'scientific', 'computer' and 'time' modes; 50 levels of nested parentheses in all three modes; support for any number base; display mapping to the ST's keyboard (that is, the calculator's keys are mapped on to the ST's keyboard and the display changes accordingly); and the ability to use the calculator as a program rather than a DA if your machine is short on RAM (simply by renaming it .PRG).

Isn't *ProCalc* the prettiest pop-up calculator you've ever seen? There are three modes of operation including Scientific and Time, as well as number conversion between any base

In addition, *ProCalc* offers five memory functions and MultiDesk compatibility – you can cram it under the Desk menu with as many other DAs as will fit on your machine. Oh, and there's excellent on-line help. Registration (around £6) buys nothing but the programmer's lunch, but he needs to eat, right?

All in all, an ace, and one that no number whizz should be without.

ST **65%**



Why waste paper? With *MorForm* running on your PC, perfect forms fall from your fingertips at the flick of a key

MorForm (Shareware)

PC • 640K/hard drive/MDA/CGA/EGA/VGA • Registration: $39.95 • Ensign Systems, Freepost, London SE26 5BR
☎ 081-778 2871

The silicon revolution may have transformed industry worldwide but businesses are still almost exclusively paper-based. Even those positively a-crackle with the static from computer screens use more paper than a warehouse full of Jeffrey Archer novels, most of it being used for forms of one kind or another. Creating these forms using traditional methods wastes a horrendous amount of paper, and that's why programs like *MorForm* are such a good idea.

After all, paper is a precious, and these days, *expensive* commodity that, like everything else in your office, shouldn't be wasted. Using *MorForm*, you can design and generate a professional-quality form for any occasion, tweaking it until it's just right, and commit the result to paper only when all is perfect.

MorForm consists of several modules controlled from a simple menu front-end. Each is orientated towards a different part of the form-building process, drawing, fills, text effects and so on.

To produce a form, boot the program using the tailor-made batch

cont. p60

Don't know an umlaut from a bowl of Sauerkraut? Translator's for you!

Translator (PD)

ST • DWP22 • 512K/single floppy • Drake PD, 19 East Wonford Hill, Heavitree, Exeter, Devon
☎ 0392 425967

Regular readers might remember the request that I made in issue four for the German-to-English text translator supposedly thrilling would-be users of German PD up and down the land. I'd heard rumours of its existence, but wasn't sure whether it really existed.

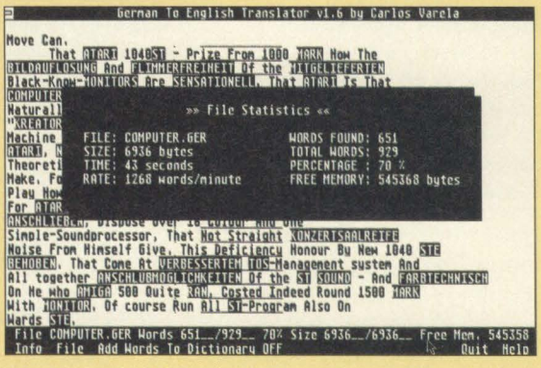
Well, Drake PD heard the plea, bunged the useful little snippet on a disk, and mailed it milliseconds later. And I'm here to tell you that this absolutely gorgeous piece of software really does exist – it's sitting right here before me.

Aha, but does it work? Does *Translator* really decipher that motley jumble of umlauts those hailing from the Rhinelands tout as an everyday language? (Or do they, as I suspect, slip into some easier parlance when there aren't any foreigners around?) Read on...

Translator is shipped as a self-extracting archive, retrieving the contents of which is a simple matter of double-clicking and directing them to a suitable disk. When that's done, click the program proper to get it running.

The screen display is similar to *MicroEMACS* and other early 80s free word processors. There's a white-out main screen and a row of clickable buzzwords at the bottom of the screen for summoning file selectors, help and so on.

To begin translating, choose a file of German text saved in ASCII (ie, almost every on-disk document file ever produced) and seconds later, oodles of *pigeon* English is scrolling frantically up the screen (and being saved to disk with a .ENG extender). And what else did you expect? Language semantics is an extremely subtle business not easily encoded for dissemination by cold-hearted computer. But it's a passable stab if truth be told, and a whole lot better than attempting to do the job yourself with a pocket Collins.


German To English Translator v1.6 by Carlos Varela
Move Can,
That ATARI 1040ST - Prize From 1000 YARN How The
BTL DAUELOSUNG And FLIMMERFREIHEIT Of the MITGELIEFERTEN
Black-Know-MONITORS Are SENSATIONELLA That ATARI Is That
COMPUTER
Naturall
»KREATOR
Machine
ATARI,
Theoreti
Make, Fo
Play How
For ATAR
Simple-Soundprocessor, That Not Straight KONZERTSAALREIFF
Noise From Himself Give. This Deficiency Honour By New 1040 STE
BEHOREN. That Come At VERBESSERTEM TOS-Management system And
All together ANSCHLUSMOGLICHKEITEN Of the ST SOUND - And FARBTECHNISCH
On He Who AMIGA 500 Quite RAM. Costed Indeed Round 1500 YARN
With MONITOR, Of course Run All ST-Program Also On
Wards STE.
File COMPUTER.GER Words 651__/929__ 70% Size 6936__/6936__ Free Mem. 545358
Info File Add Words To Dictionary OFF Quit Help

»» File Statistics ««
FILE: COMPUTER.GER
SIZE: 6936 bytes
TIME: 43 seconds
RATE: 1268 words/minute
WORDS FOUND: 651
TOTAL WORDS: 929
PERCENTAGE : 70 %
FREE MEMORY: 545368 bytes

A brave attempt at German-to-English translation, full file statistics and on-line help make *Translator* a must for anyone using German PD

The translating software is accompanied by a little utility which strips the peculiarly German text effects such as the vowel-hardening umlauts mentioned earlier from otherwise standard ASCII files, enabling the software to do a much better job of translation.

And the bottom line? A must for anyone regularly accessing the public domain without the necessary language expertise or relations in Germany. And if nothing else it's a gas reading *that* English...!

ST **75%**

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192 CPS **80** COLUMN

- *Citizen Swift 9 - 9 pin - 80 column*
- *192cps Draft, 48cps NLQ*
- *8K Printer Buffer + 3 Fonts*
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- *Epson and IBM Emulation*
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COLOUR KIT £38
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SAVING: £123
SILICA PRICE: £179

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Colour Option Extra - See Accessories

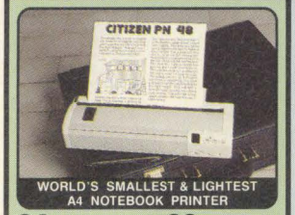
192 CPS **136** COLUMN

- *Citizen Swift 9x - 9 pin - 136 column*
- *192cps Draft, 48cps NLQ*
- *8K Printer Buffer + 3 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 240×240dpi*
- *Epson and IBM Emulation*
- *A3 landscape printing*
- *FREE Silica Printer Starter Kit*

RRP: £329
STARTER KIT £25
TOTAL RRP: £354
SAVING: £105
SILICA PRICE: £249

£249
+VAT=£292.58 ref: PRI 2309

NOTEBOOK PRINTER



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TOTAL RRP: £350
SAVING: £101
SILICA PRICE: £249

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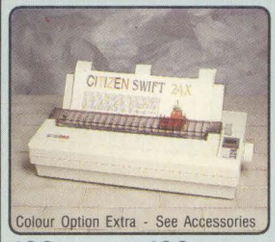
24 PIN PRINTER



Colour Option Extra - See Accessories

192 CPS **136** COLUMN

- *Citizen Swift 24x - 24 pin - 136 column*
- *192cps Draft, 64cps LQ*
- *8K Printer Buffer + 4 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
- *Epson, IBM and NEC P6 Emulation*
- *A3 landscape printing*
- *FREE Silica Printer Starter Kit*

RRP: £489
STARTER KIT £25
TOTAL RRP: £514
SAVING: £165
SILICA PRICE: £349

£349
+VAT=£410.08 ref: PRI 2574

24 PIN PRINTERS

216 CPS **80** COLUMN

- *Citizen Swift 24e - 24 pin - 80 column*
- *216cps Draft, 72cps LQ*
- *8K Printer Buffer + 6 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
- *Epson, IBM & NEC P6+ Emulation*
- *FREE Colour Kit*
- *FREE Silica Printer Starter Kit*

RRP: £365
COLOUR KIT £38
STARTER KIT £25
TOTAL RRP: £428
SAVING: £169
SILICA PRICE: £259

£259
+VAT=£304.33 ref: PRI 2534

Colour Option Extra - See Accessories

192 CPS **80** COLUMN

- *Citizen 224 - 24 pin - 80 column*
- *192cps Draft, 64cps LQ*
- *8K Printer Buffer + 2 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
- *Epson and IBM Emulation*
- *Colour Option Available*
- *FREE Silica Printer Starter Kit*

RRP: £269
STARTER KIT £25
TOTAL RRP: £294
SAVING: £95
SILICA PRICE: £199

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+VAT=£233.83 ref: PRI 2484

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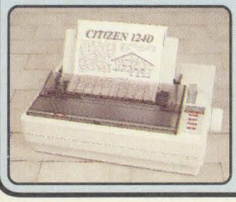
144 CPS **80** COLUMN

- *Citizen 124D - 24 pin - 80 col*
- *144cps Draft, 48cps LQ*
- *8K Printer Buffer + 2 Fonts*
- *Parallel Interface*
- *Graphics Res: 360×360dpi*
- *Epson and IBM Emulation*
- *FREE Silica Printer Starter Kit*



RRP: £249
STARTER KIT £25
TOTAL RRP: £274
SAVING: £105
SILICA PRICE: £169

£169
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- *5 Continuous Envelopes*

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Which computer(s), if any, do you own? 55C

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

cont. from p58

file, select the required module – say, the drawing pad – and start drawing! Alternatively, you can adapt one of the excellent sample forms which come as standard with the program. Forms can be reproduced on a variety of Epson-compatible dot matrix printers as well as inkjet and laser devices.

Registration at a snip under forty dollars (£24) brings the latest version of the software, over 50 sample forms for you to use and adapt, a bound manual and full telephone support.

MorForm is simple to use, it works well and offers good value. You save money *and* trees, and that's good for you, your business and everyone else on the planet too!

PC **70%**

Checkbook Accountant (PD)

Amiga • 1486 • 512K/single floppy • 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH ☎ 0924 366982

Checkbook Accountant is a functional and efficient chequebook tracker. It's an American offering, but a surprisingly self-effacing one in spite of its source. It has only a tiny doc file, but it's all you'll need to get the program up and running.

First of all you need to run a small setup procedure that gets the replacement file selector and one or two other bits and pieces copied into system drawers. Once that's been done, all that's required is a quick click on the CA icon, and seconds later *Checkbook Accountant* is running, shining out from a refreshingly uncluttered interlaced screen.

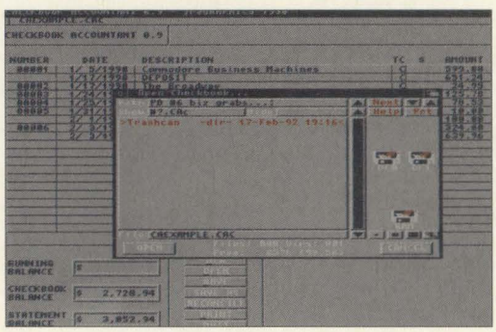
Yes I did say an uncluttered *interlaced* screen! (Your optician never had it so good.) That interlace, however, ensures that *Accountant* gets as much pertinent information on-screen as possible. Balances for both your chequebook and statements as well as a running overall balance, backed by a screenful of transactions, and a menu bar packed full of features.

Transaction entry is as easy as clicking in an available space and typing in the information, and there are full printed report facilities and support for the data generated by other finance programs. In addition, *Checkbook Accountant* is accompanied by an excellent replacement file selector which greatly simplifies the task of file switching and manipulation (it's worth getting the package for the file selector alone).

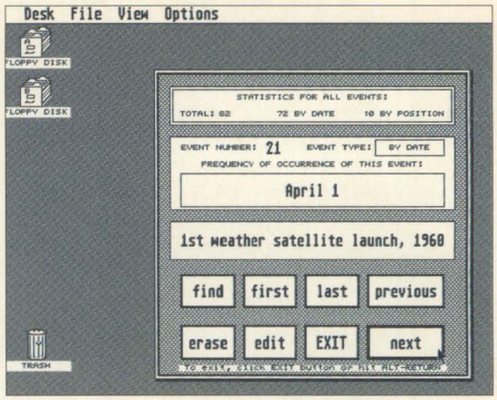
It's public domain, but like many Amiga freebies, you can get help direct from the programmer via popular public BBS information services.

Definitely one for those of you unable to track finances *and* keep bank managers happy.

AMIGA **65%**



A super screen display (excepting interlace flicker) fronts the funky *Checkbook Accountant*. And get a load of that file selector!



***Cal*: more buttons than a haberdashery, and there's a full quota of interesting date-orientated facts and figures built in too!**

Cal (PD)

ST • 512K/single floppy • Softville, Unit 5, Stratfield Park, Elletra Avenue, Waterlooville, Hants PO7 7XN ☎ 0705 266509

Is there really any need for an ST-based appointment book? For many computer users, switching the machine on simply to get a list of the day's events is a complete waste of time, and it doesn't do the computer much good either, all that on-then-off-again-minutes-later stuff! By far the easiest way to maintain a list of appointments and important dates is to scribble them into a ring-bound personal *paper-based* organiser.

OK, that's the home STers. But for business users of Atari's baby, the situation is vastly different. *Your* ST is switched on at the crack of dawn and probably computes until well after dusk. What better way to track timetables than by using a machine which is already in operation? Might as well squeeze as much productivity as possible from all that expensive hardware, right? And with a copy of *Cal* installed, you can.

Bung it on a boot disk, reset, then pull down the Desk menu and select *Cal* to display the brilliant pop-up front-

A souped-up old word processor that's a great choice for the beginner

Galaxy Pro-Lite (Shareware)

PC • DOS 2.0 or above/single floppy, MDA/CGA/EGA/VGA • Registration: £57.50 • Shareware Marketing, 3a Queen's Street, Seaton, Devon EX12 2NY

There are more almost-free word processors doing the rounds than there are 'compatible' manufacturers in the Far East, so something new in the way of text editing has gotta be pretty groovy and different before it finds its way into an open disk drive.

Fortunately, that premise describes *Galaxy Pro-Lite* perfectly. The program's shipped on two disks, one featuring a 100,000 word spell checker and the other the program proper. Those of you familiar with the PC shareware scene may well know *Galaxy Pro-Lite* of old; it has been around in one incarnation or another for several years now, but in this guise, Starlite Software is on to a winner.

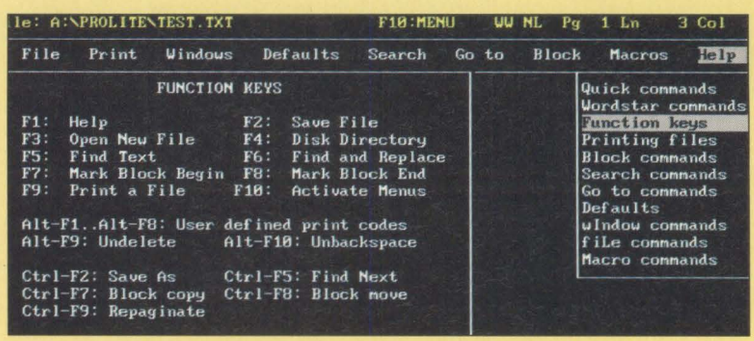
As well as an almost complete selection of *WordStar*-compatible key sequences, the program offers a friendly pull-down menu environment designed specifically with the novice in mind. The program supports a veritable plague of mice and will work with all hardware configurations from 256K MDA/CGA/EGA/VGA upwards, so even the most PC-poor beginner can get to grips with quality word processing right away.

There's a comprehensive though simple set-up procedure necessary for shoehorning the software into single-floppy systems, but traverse that little stumbling block, and you're well on the way to mail-merge, print spooling, a vast selection of typographical styles, multi-document editing and more.

Wonderful, right? But there's a downside. The registered version of *Galaxy* comes in a box that could comfortably house the primate section of London Zoo (particularly if the packaging was reconstituted into the hectare of trees required for its creation). OK, OK so I'm exaggerating, but in these days of high waste consumer greed, a box 10-inches by 8-inches by 2-inches thick should not be used to store a stapled A5 manual (complete with mixed-up page numbers), two floppy disks and a sofa's worth of sponge padding. If you need a sales angle (apart from the excellent software), put the pertinent bits into a smaller box and make *that* the selling point: "Hey look! No waste or gimmicks from *us*!"

Good program, lousy sales philosophy. The choice is yours.

PC **60%**



***Galaxy Pro-Lite* is a word processing package that's been uprated through the years. It now includes spell checking, friendly menus and will interface with more systems than you can shake a stick at**

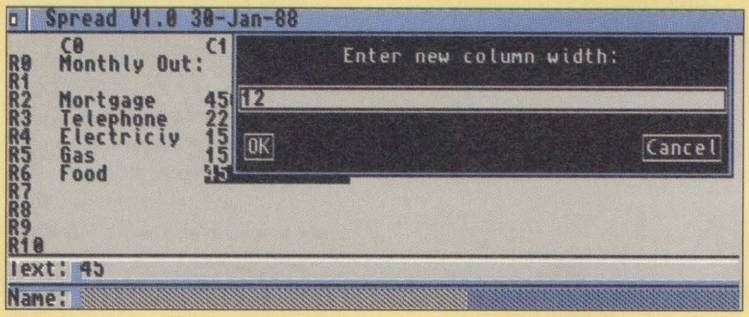
Size isn't everything – sometimes all you want from a spreadsheet is ease of use

Spread (PD)

Amiga • 512K/single floppy • Softville, Unit 5, Stratfield Park, Elletra Avenue, Waterlooville, Hants PO7 7XN ☎ 0705 266509

Inspired by tales of financially-remote spreadsheet software such as *VisiCalc* and *Lotus 1-2-3*, impecunious but skilled programmer Richard Krehibiel decided it might be a good idea to produce a sheet of his own. He'd save cash and create something adapted to his own needs. The result was *Spread*, written in Decus C and running on a PDP11, an archaic computer from the days when combined ages of the cast of *Star Trek* didn't *need* a computer to work out the total!

Such was the program's success when he installed it at his office, he'd be calling it up in the evenings from home and downloading data to his Amiga – and that's when he decided that the final resting place for his tight little slice of code had to be Commodore's baby.



***Spread* provides a resizable Workbench window and a working sheet size of 60 rows by 36 columns. The compact size means that you can shove it around with all your favourite applications**

Spread can be opened from the Workbench or Shell, but by choosing the latter method, you can specify a data file to be opened automatically by the program when it's launched.

Krehibiel has bolted a full Intuition front-end on to his erstwhile mainframe creation, making its many features a breeze to access. *Spread* provides a working sheet size of only 60 rows by 36 columns, which admittedly is fairly small by today's spreadsheet standards, but the program's real power lies in its compact size and simple-to-manipulate interface.

The program offers features such as absolute and symbolic cell references from within formulae; column and row insert and delete; cut, copy and paste between any cell(s); variable column width; and decimal tabs within cells.

In addition, the program is accompanied by some excellent on-disk documentation which steps through every feature in detail, explaining each in a way that's easy to assimilate for even the most frightened beginner.

Spread is an uncomplicated yet powerful application which is a pleasure to use. Once again the spirit of PD comes up trumps.

AMIGA 70%

end. The current date and time are already on show (obviously, a real-time clock is a must), and you can use the buttons to page to and fro through the months, browse the entries already included in the scheduler or summon a list of that day's events.

Each option produces a fresh screen geared towards presenting the information in as lucid a way as possible – no digging through reams of unwanted information to determine when to pop around for tea with your dear old mum. Elect to add an appointment, and you can enter a message of up to four lines (about 30 words) using a variety of simple buttons dedicated to the task.

But the best feature is that each morning when you switch on, a full list of the day's events and appointments is displayed, so that you'll never forget what's happening on any given day. A thoroughly usable little helper.

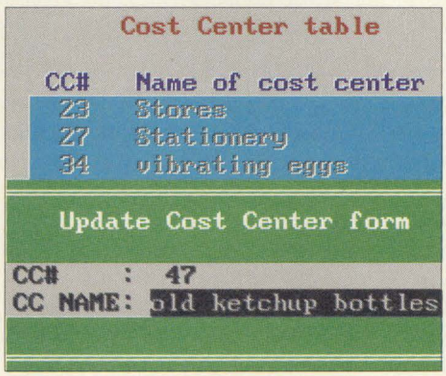
Now if you can just remember to enter the appointments...

ST 65%

Budget (Shareware)

PC • 512K, single floppy, CGA • Registration: $10/$25/$50 • Ensign Systems, Freepost, London SE26 5BR ☎ 081-778 2871

One thing about running a business, particularly a *small* business, is that expenses escalate exponentially, while available funds slip away faster than foot fetishist in a shoe factory. But now there's *Budget*, accounting software specially tailored to take to task dwindling funds.



***Budget*: the software that'll put a thousand accountants out of a job? Hmm, maybe not. But it's friendly enough with neat little pop-ups and a menu front-end that provides easy access to all of the program's features...**

You know what it's like. Each day brings a fresh crop of demands on your already meagre financial resources, while every employee in the company depletes the kitty further by helping themselves to the odd dozen envelopes, paperclips, telephone calls to New Zealand – anything, basically, that isn't screwed down. You can't afford to employ an accountant to watch over your wad, but by the same token, you can't afford *not* to! Just where is it all going to end?

Right here! *Budget* centralises income while providing an extensive breakdown of expenses.

Based on the idea that each 'section' of your business has individual needs and requires its own expense account, *Budget* enables you to keep count of the costs by creating 'cost centres' – financial plans and forecasts for each section.

All sources of expenditure are assigned their own unique cost centre codes. If an employee spends petty cash or uses up stationery, hack in the code and value. Analysing the data is then a simple matter of summoning a report. You can contrast different departments to see how they compare in the spending stakes and locate possible sources of swindling.

Similarly, every time you receive a payment, it can be logged and centrally controlled. Seen as a whole, *Budget* breaks down departmental spending while centralising income – you can see at glance how much is in, and exactly what's going out!

Although menu-driven and easy to use, one irritating drawback is the extreme amount of time the program takes to load from the command line. Running it from a hard drive requires several minutes of getting its electronic house in order, and from floppies... forget it!

Registration comes in three flavours so that everyone from street-corner bootlace salesmen to IBM executives gets to pay for just what they need. But all three buy the latest version of the software, a technical support line and printed manual. *Budget* is a sensible, though unsensational, solution to the perennial cash-flow problem. Accountants need not quake in their boots.

PC 60%

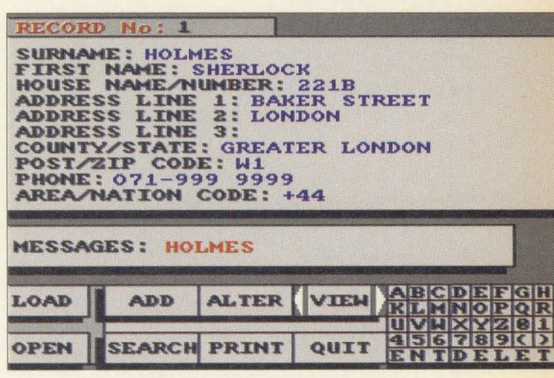
Digital Address Book (Licenceware)

Amiga • 1415 • 512K/single floppy • £5 • 17-Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982

No prizes for guessing what this little number is geared up for. Touted as, "...working [like] a conventional address book, but a lot more powerful", *Digital Address Book* is yet another in a long series of *AMOS*-inspired junk applications intended to make you part with your hard-earned.

The program opens with the kind of screen rarely seen outside a 1K

cont. on p62



An ugly screen backed by appalling 'features' such as the click-and-type keypad make the dreadful *AMOS*-generated *Digital Address Book* one click short of useless!

cont. from p61

ZX81, full of those characters publishers reserve for 'big print' books aimed at the visually impaired.

The action takes place on a single screen divided up into four windows, each dealing with the input from a different part of the program. That is, one window handles file manipulation, another keyboard input, yet another record display and so on.

To use *DAB*, you click on Open to create a new file or on Load to edit an existing one. And that's where the fun begins. Isn't Open usually reserved for opening existing files and something like New used for creating them? Use Open on an existing file in this program, and it's instantly deleted!

Click past that little anomaly, and you can begin to enter the address information. Elect to add a record, start typing and... nothing happens. Rummage through the documentation again, and you'll discover that all entries are made by clicking on a list of alpha-numeric keys with the mouse – and they're not even arranged in QWERTY fashion! Have you ever tried to enter a name and address using only the mouse and an on-screen pad? Jeez. What I want to know is where Martin Jarvis gets off describing his, ahem, offering as, "...powerful"?

OK, I admit that loathing *AMOS*-generated software is like hating a motorcycle manufacturer because the rider keeps crashing his bike, but the replacement BASIC must have *something* to do with the fact that every *AMOS* program which has slithered its way into my silicon can be described in one word: crap.

And that little epithet just about fits this program. My copy made a satisfying clunk as it struck the insides of the dustbin...

AMIGA **15%**

PCSTAT (Shareware)

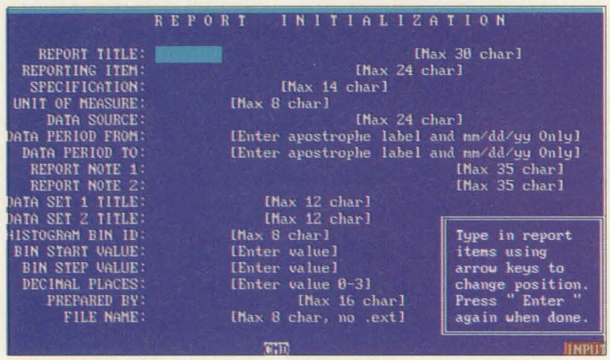
PC • 512K/single floppy/CGA/EGA/VGA • Registration: $45 • Ensign Systems, Freepost, London SE26 5BR ☎ 081-778 2871

External business graphics programs have long been available for the PC. Able to work on data generated by a range of popular applications, these utilities have provided a hard-copy version of the 'a picture's worth a thousand words' maxim for busy executives. If you wanted to *report* on the data, however, you had to rely on the facilities available from within the application which generated it. Not always an ideal situation (hence the need for third-party business graphics).

But now there's *PCSTAT*. Not only does the program provide you with 30-bin histograms just like all those other business graphics generators, but also extensive reports based on the correlation of said data.

Mean and standard deviation to three layers form the basis of the reports, and you can cross reference two independent data sources (if you don't understand this, don't worry – you don't *need* this program!)

PCSTAT accepts information from all the popular packages including *Lotus*, *dBASE* and DIF and you can import standard ASCII files or enter the guff manually. The whole thing is drop-down-menu-based, works with more printers than you can shake a Centronics cable at, features a spreadsheet-like command set and costs only a credit card-registerable $45 (£26) which brings you software updates, printed documentation and a helpline! Whaddaya waiting for? Put yourself (or rather, your figures) in the picture with *PCSTAT*.


REPORT INITIALIZATION
REPORT TITLE: [Max 30 char]
REPORTING ITEM: [Max 24 char]
SPECIFICATION: [Max 14 char]
UNIT OF MEASURE: [Max 8 char]
DATA SOURCE: [Max 24 char]
DATA PERIOD FROM: [Enter apostrophe label and mm/dd/yy Only]
DATA PERIOD TO: [Enter apostrophe label and mm/dd/yy Only]
REPORT NOTE 1: [Max 35 char]
REPORT NOTE 2: [Max 35 char]
DATA SET 1 TITLE: [Max 12 char]
DATA SET 2 TITLE: [Max 12 char]
HISTOGRAM BIN ID: [Max 8 char]
BIN START VALUE: [Enter value]
BIN STEP VALUE: [Enter value]
DECIMAL PLACES: [Enter value 0-3]
PREPARED BY: [Max 16 char]
FILE NAME: [Max 8 char, no .ext]
Type in report items using arrow keys to change position. Press " Enter " again when done.
CMD
INPUT

A combination of drop-down menus and function keys ensures smooth operation of *PCSTAT*, a program that presents stats in a graphical form. And let's face it, in middle-management, that's pretty much what you need, right?

PC **80%**

Albase (Shareware)

ST • 512K/single floppy • Registration: £10 • Jennix PD, 66 Abbey Road, Strood, Kent ME2 3QB

Albase is possibly the ugliest ST database I've ever seen. OK, that's not *quite* accurate: *Albase* is the ugliest ST database I've ever seen. But, as they say, beauty is only monitor screen deep.

Fortunately for *Albase* and anyone proposing to use it, the program includes a simple-to-use screen editor so you can rearrange its features into something vaguely attractive.

And that's the nice thing about *Albase* and the reason why, even though initially repulsed by its appalling fizzog, I continued to use the program and learned to like it. *Albase* is simply *dripping* with interesting extras!

First and foremost, however, it's a database, and a capable one at that. Excellent sorting and searching facilities (including multi- and next-match searching, and search-and-erase) are accessed through a vast

co p

A double upgrade sees accountancy package joining the ranks of the elite

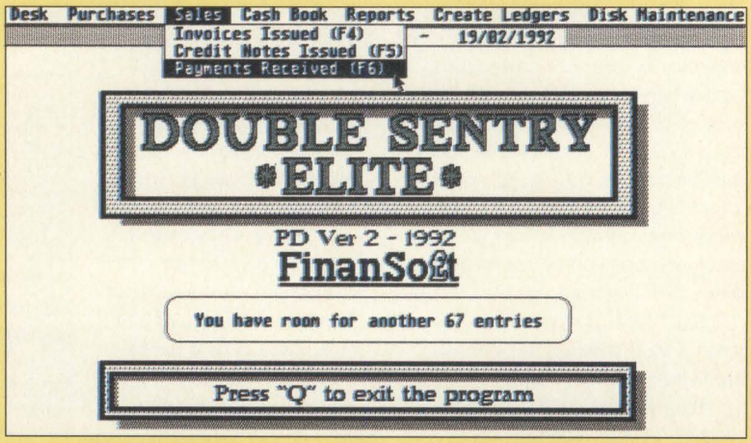
Double Sentry Elite (Shareware)

ST • AU158 • 1Mb/double-sided floppy • Registration: £49.99 • Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

We raved about it in this section back in issue three and now programmer Graham Hutcheon has released a new and even better version of his ludicrously wonderful *Double Sentry* accounting package. For those who don't know it, *Double Sentry* is a massive collection of everything you need to track and manipulate small – and large – business finances. It's simple to use (if you're cash-cognisant), has a smooth interface and is packed with features.

The latest offering, *Double Sentry Elite*, still comes in two versions, both of which have been upgraded: a slightly cut-down PD offering, and a full-blown shareware package available for a tad under £50. The former features everything except VAT routines, automatic standing orders and statements, but it is upwardly compatible with the shareware version, so that if you then move on to the full version, all your data files can be fed into the program with the price tag.

But blow your wad on the all-singing, all-dancing paid-for package, and you'll take delivery of a significantly-improved program.


Desk Purchases Sales Cash Book Reports Create Ledgers Disk Maintenance
Invoices Issued (F4)
Credit Notes Issued (F5)
Payments Received (F6)
- 19/02/1992
DOUBLE SENTRY
ELITE
PD Ver 2 - 1992
FinanSoft
You have room for another 67 entries
Press "Q" to exit the program

The latest version of the all-singing accounts package *Double Sentry*. Even more printers, even fewer bugs, a slightly larger price tag, but a smashing program nonetheless!

Bugs removed, user requests catered for, a printed and updated manual, a VAT receipt (meaning that those of you registered with Customs and Excise office can knock at least some of the asking price off your quarterly VAT returns) and an on-line technical help service.

As well as the previously-available Epson printer support, *Double Sentry Elite* now drives HP DeskJet, LaserJet and BubbleJet printers and their compatibles, so that hard copy output is even better than before as well. The program works fine with all versions of TOS (including the STE's) and will even work with TTs in ST mode.

It might sound like bannerware, but to call the PD version cut-down is a disservice – it is a very impressive and perfectly usable package. It's being distributed by every PD library that can get their labels on it (they know a good thing when they see it) so if you're looking for a top notch accounting package for the ST, this is it.

ST **93%**

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GAME COMPENDIUMS

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- MUMMY'S BUSY 8 delightful children's games
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- SUPER GAMES Shrine of Kroz, Raiders of The Lost Mine, Word Whiz, Rogue Runner, Asteroid Rescue and Block Five
- TAKE A BREAK Bannockburn Legacy, Dwarven Lords, Swarms HyperWar, Chairman Of The Board, Death At The Manor, Puzzles, Solitaire, Draughts UK
- COME IN PEACE Striker, Paratrooper, Round 42, Sopwith, Dragonfly, Landmine
- STAR WARRIORS Emergency Mission, Quantoid, Kamakaze, Rescue, Rockets, Spacewar
- GOOD SPORTS Tennis, Teed Off (Golf), Sailing (Yachting), Armchair Quarterback (Football)
- SPORTING LIFE Golf, Pool, Bowl, Basketball, Volleyball
- ARCADIA Digger, Mario Brothers, Snipe, Snakepit, Pearl Harbour, Wimps, RLogic
- ALL GOOD FRIENDS Willy the Worm, Willy II, Doctor Sleep, DiskCrash, Labbits & Voldrons
- SEEK & DESTROY Galactic Conquest, Daleks, DepthCharge, LM, Intercept, Berzerk, Defender
- SPACED OUT Saucer, Crisis, Encounter, Xo, Space
- UP AND AT 'EM Flightmare, BitBat, Droids, Robotron, Spyder, Eggs & Stun
- MAZING GAMES Treasure Hunt, Amaze, Polymaze, Castle, 3-Demon, Fire, Chase
- LOST VEGAS One Arm Bandit, Roulette, Backgammon, Biorhythm, Keno and Casino
- SKILL & STRATEGY Frigate, Big Rig, Stock Market Game, Air Traffic Control Simulation
- PC-CHALLENGE PC-Chess, Othello, Entrap, Hexplode, Kalah
- JUNIOR CHALLENGE 3D TicTacToe, Dotto, Draughts, MasterMind, Brainstorm, Gomoku
- KEEP THEM AMUSED Burger Blaster, Grime, Racer, Ninja, Caverns, Galaxy
- WIT YOUR PITS Battleships, Five-In-A-Line, Acquire, Sales Game, Rogue, Eliza
- BLOCK & TACKLE Nemon, Qix, Xonix, Blockade, Ski-ing, Mummies, Lazer, Beast, Tron
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- BRAIN BOGGLERS Arionix, Concentration, Mind Expander, Hidden Words
- SPORTSNIGHT (EGA) Cunning Football, Drag City, PC Defender
- ARCADE ACTION (EGA) Flees, Reflex, Gravwars, Xaptron
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NB: We stock registered programms too.

- Comm Keen, Duke Nukem, Pharaoh, Dark Ages, Monuments, Arctic, Jumpman - £19.95 each
- Kingdom of Kroz series £9.95 each
- LIBRARIAN database series - just £19.95 each
- Galaxy £49.95
- Zephyr £59.95
- Page £144.95
- As-Easy-As £49.95
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cont. from p62

range of keyboard shortcuts and the function keys. If you forget any, don't worry; a list can be displayed at the click of the mouse.

There are good printing facilities too, covering everything from blank forms (so you can gauge what they'll ultimately look like) to a dump of the entire database.

On-line help features heavily. There are good disk and file utilities and you can run external programs, although they have to be well-behaved (but then, what can you expect?)

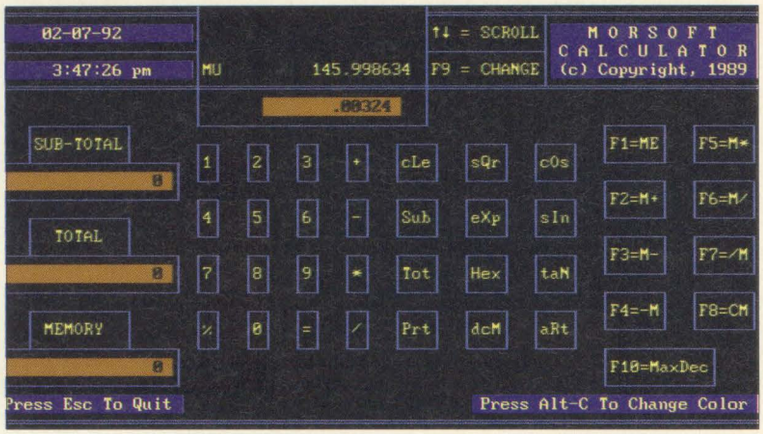
One thing – inadvertently edit a record by, say, pressing a key without realising it, and the mouse hangs up if the disk is write-protected. That is, you can't click Cancel, because the pointer is immovable. The only way out is to press Return and accept the dialog's Retry offer, or reboot. Not exactly a bug, but something which should be sorted out swiftly.

Not bad, but at ten quid, it'll face stiff competition from the likes of WooleySoft's excellent *DataStore*.

ST 55%

MorCalc (Shareware)

PC • 256K •MDA/CGA/EGA/VGA • Registration: $14.95 • Ensign Systems, Freepost, London SE26 5BR ☎ 081-778 2871



***MorCalc*: it's all so simple to understand! Feature-packed it may not be, but those it has are laid out so that it falls easily under the eye. And check out that delicious re-rollable scrolling 'paper'**

Just like the Roladex, the desktop adding machine, replete with paper roll, has vanished forever from the desks of overworked accounts clerks to be replaced by the dear old PC. Anything repetitive, dull and boring can be 'computerised', automated and forgotten about – it's only a matter of time before *Top Of The Pops* goes the same way, right?

That's exactly what MorSoft thought. Practically everything else associated with office practice had been automated and, casting about for something to encode, the Stateside team of programming maniacs decided it was the turn of the poor old adding machine. A few hundred lines of code later, and *MorCalc* rolled off the electronic presses.

The program provides an electro-generated illusion of the common calculator; you can even 'roll' back the on-screen 'paper' to check figures! As it does its stuff, *MorCalc* maintains a memory 'tape' which acts just like the paper rolls of yesteryear. As well as adding figures to the tape, you can multiply or divide them, or apply a range of trigonometric functions. The tape also supports multiple totals, allowing you to divide up calculations into manageable chunks, summing each part as and when you need it.

The tape also provides a memory constant feature rather like a pocket calculator, and the function is invaluable when attempting to discover the secrets of some of the more arcane monetary manipulations which regularly come the way of the small business person.

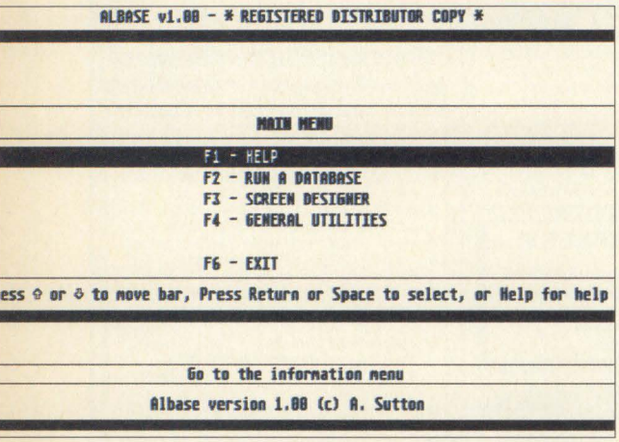
Percentages, square roots, exponentials, decimal and hexadecimal entries and many more mathematical functions are available from a clearly laid-out front-end which is never less than friendly.

Mail the $15 (that's around £9) registration fee the MorSoft way (or pay for it with your flexible friend), and you'll receive printed documentation, the latest version of the program and lashings of technical help.

Unspectacular but solid, *MorCalc* is a worthy addition to anybody's – electronic – desktop.

PC 60%

cont. p6


ALBASE v1.00 - * REGISTERED DISTRIBUTOR COPY *
MAIN MENU
F1 - HELP
F2 - RUN A DATABASE
F3 - SCREEN DESIGNER
F4 - GENERAL UTILITIES
F6 - EXIT
ess ⇧ or ⇩ to move bar, Press Return or Space to select, or Help for help
Go to the information menu
Albase version 1.00 (c) A. Sutton

Roll up, and see the ugliest database ever created! Fortunately, *Albase* comes with its own screen designer – and a lot of other goodies too

It looks good, it performs brilliantly – was this database really written in AMOS?

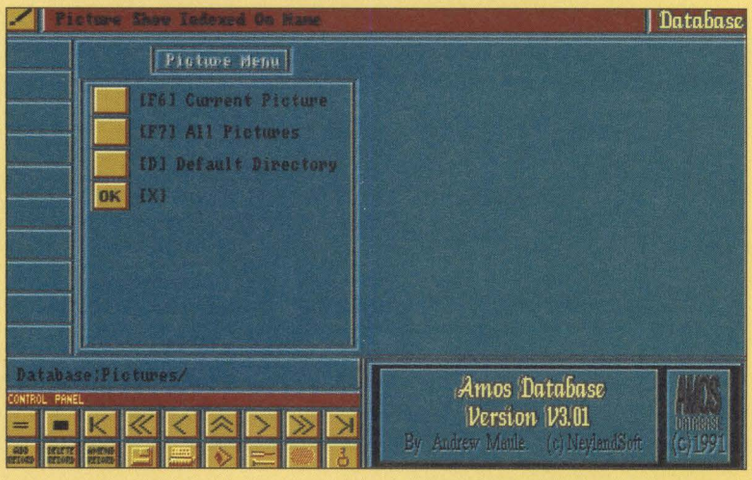
AMOS Database 3.01 (PD)

Amiga • LPD73 • 512K • Déjà Vu, 25 Park Road, Wigan, Lancs WN6 7AA ☎ 0924 495261

AMOS has at last found a saviour! The *AMOS Database* is everything a slice of quality database software should be and – surprise, surprise – it's written in the much-lamented (on these pages at least) replacement BASIC.

Andrew Maule has combined the pixel power of *Deluxe Paint* with the previously unseen coding abilities of *AMOS* to produce a smooth and sexy database package stuffed to the electronic gills with powerful functions, pretty screen displays and more buttons and gadgets than you can click in a year!

But there's more to *AMOS Database* than funky front-ends! The man Maule has obviously examined the problems associated with information retrieval and attempted to provide a sensible, straightforward solution by designing a decent interface and *exploiting* the *AMOS* language rather than hoping the latter would do the work for him. The result beats every other PD and shareware database package I've seen into a definite runners up position.



***AMOS Database 3.01*: didja ever see a screen as pretty as this? Programmer Andrew Maule combined the best of *Deluxe Paint* and *AMOS* to provide a high quality database**

Masses of picture (yep, you can create entire databases of picture collections) and text manipulation, pop-up menus for *everything*, simple file access via a clickable and supremely clear menu and the whole combined with on-line help available at the press of a key.

There's a full range of keyboard shortcuts covering most of the features and the Amiga's function keys are put to good use. *And* you can change the screen colours at any time and save your choices as a new configuration.

All in all, *AMOS Database 3.01* is an excellent piece of software. Thoughtfully programmed and utterly usable. Anyone starting out with *AMOS* should get it to see what can really be achieved. Order your copy before Déjà Vu runs out of disks...

AMIGA 92%

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WORD PROCESSING

Bradford - prints Wordstar and ASCII files in over 30 high quality fonts.
By Design - desktop publishing and graphic design capabilities for WordPerfect, including design tools, clip art etc (req. WordPerfect - Streetwise).
Childrens Wordprocessor - menu driven, large on-screen fonts, includes sample stories.
Fastype typing tutor with good graphics test speed and accuracy.
Flex - professional editor with optional .BAK files, autosave, macros, up to 10 windows (Williams).
Fontastic - fancy fonts with font designer.
Galaxy Lite V1 - Latest version of formerly Galaxy V2.43, ideal for small WP tasks, and easy to use.
LQ V2 - memory resident print enhancement, works alongside your word-processor.
Mindreader - guesses your next word, suitable for scientists, doctors etc.
Multilingual WP (11 disks) - Intext WP with support for Arabic, European, Farsi Persian, Gaelic Irish, Greek, Hebrew, Polish, Russian, Turkish, Urdu & Yugoslavian.
MultiWord - electronic thesaurus, which can operate as a standalone program, or as TSR.
B-Edit. fully functioned text editor with large characters, suitable for vision-impaired users, includes 50 Wordstar commands and 60,000 word dictionary
PC Outline - memory resident thoughts organiser. Up to 9 outlines on-screen with re-sizable windows.
PC Type 4 (4 disks) - latest version of Buttonware favourite can now work on up to 10 files, with boxes, lines and calculations. Hard disk req.
PC Write - can display mathematical foreign characters, split-screen editing. Uses ASCII files, max 64K.

DATABASE MANAGEMENT

Card Index - simple filing system. Can print out 3 x 5 cards.
Catalist (2 disks) - powerful mailing list manager. Over 32,000 names and addresses per list, duplication detection, post code formatting for over 100 countries, merge split, output on labels up to 8 wide. Rolodex cards. Hard disk req.
DBase III+? (2 disks) - well, not quite, but Wampum reads Dbase files, does reports, supports networking and more. Requires hard disk.
HyperShell - (3 disks) - multi-file Hypertext reference system, help system and menuing system. Has intelligent text file viewer, directory browser file manager and applications user interface prototyping with pop-up menus etc.
PC File V (3 disks) - Latest version of Buttonware's popular database system. Many powerful features but friendly and easy to use, replaces PC File + and PC File:dB. Hard disk required.
Speciality Database Software - store up to 1,000,000 records with sort search and report, 1 disk each subject (available separately): Record Collectors, Book Minders, Photographers, Antiques, Coins, Comics, Films / Videos, Home Inventory/ Insurance, Memorabilia, Stamps (Homecraft)
SR-Info (2 disks) - dBase compatible database system with programming language, WYSISYG screen designs, 6 datafiles open simultaneously, 65,000 records per file, versatile report writer (hard disk req. - Sub Rosa)

SPREADSHEETS

As Easy As - amazing Lotus 123 compatible spreadsheet, reads 123 files, macros etc.
Lotus 123 Worksheets & Macros - includes cash flow, line-of-credit tracker, ratio analyser, stats calculator, growth capacity calc, queue analysis, new venture budget, quote generator.
Lotus 123 Worksheets (3 disks) - includes financial analysis, import utils, linear stats, biorhythms, travel business expenses, flowchart symbols, stock portfolio analysis, rental property analysis.
Lotus 123 Tutorial - covers menus, printing and databases (release 2 ONLY).
PC Calc + V2 (3 disks) - new features, more powerful, still integrates with PC File + & PC Type +, extensive manual. Hard disk required.
Pivot - high quality Epson printed output *addin* for As Easy As, with portrait or landscape, 6 NLQ Fonts, complete page layout control etc (Trius).
Side Writer - print out ASCII files on their side, ideal for wide spreadsheets.

GAMES/TRIVIA

Airstrike - fighter aircraft shoot-em-up with vector graphics, mach speed, night and daytime missions (CGA and joystick req.) (Rufus).
Arcade Games (4 disks) - includes Bugsl, JumpJoe, Datnoids, Nuclear Attack Simulation, 3-Demon, Kong, Bricks, Pyramid, Pitfall, PC-Golf.
Backgammon
Bermuda Triangle - sailing quest (EGA ONLY).
Blackjack! - accurate simulation.
Casino Games - includes Bridge, Othello, Roulette.
Castle - Popular adventure.
Cave Quest - fantasy role-playing game.

EGA Wheel/VGA Wheel - like popular wheel of fortune game, please state VGA or EGA

Football Forecast - Pools prediction system has support for 214 teams in English & Scottish leagues showing form, predictions and permutations.
Ford Simulator II (2 disks) - 16 models, 4 events including Grand Prix, also buyers guide and ordering information.
Grand Prix - from authors of Popstar/ Soccer Game etc.
Hack - adventure. DND style
Games 15 - Star Wars, Sea Wolf, Frogger etc
Games 16 - Soviets, Bricks, FLIGHTMARE.
Games 17 - Pac Man, Poker, Castle, Invaders etc.
Get Lucky! - adult games.
Mahjong - like oriental rummy with PUNGS. KONGS & CHOWS!
Monopoly/Tune Trivia - US version of famous board game. Tune Trivia like 'Name That Tune'.
PC Chess - play the computer or a friend, save load etc.
Pharoah's Tomb - archaelogical arcade action.
Pinball Rally - three versions of popular game.
Scrabble - computer version of popular board game.
Sea Battle - naval game spanning World War I & World War II. No save or load in this version (Rooney).
Starlord - high adventure in a distant galaxy
The Popstar - cope with pressures of sex, drugs and rock 'n' roll as you tour the world
Sleuth - murder adventure
Spacewar - shoot 'em up with good graphics.
Soccer - yes! manage one of several teams and steer them towards glory.
Super Power - Six-a-game of superpower economics, trade and military conflict.
Trivia (3 disks) - The Trivia Machine has several categories and levels.
Willy The Worm - ladders, rolling barrels etc.

BUSINESS/VERTICAL

Easy Project - up to 2000 tasks, Gantt charts, automatic schedule generation, instant reports, dBase file compatibility (Parcell).
Forms Creation - design, save forms, save forms with data, printout. EZ Forms Exec.
Estate Agents System - storage and retrieval of information about properties, pending and closed sales, plus agents' details and helpful reports.
Estibid (5 disks) - contractors estimating/ costing analysis includes sub-contractors, materials, transport costs etc.
Marketeer - Sales prospecting system and contacts manager with built in WP, fast data entry, phone call history, appointments, mailshot etc (Sterling).
Invoice and Statements - Simple to use, customer database, single or period invoices, auto-numbering, account summary with aged debt/VAT (Software Foundation Ltd). (Hard disk required).
Job Cost (2 disks) - simple to use, powerful, cost monitoring system, with transactions, reports and utils (hard disk req. - Micro Data Assist).
Leadmaster - Sales program which tracks customers, prospective customers, and has progress file, re-contacts, standard letters etc.
Make My Day - new version of this Time Management system, Appointment Calendar, Job Schedular, Time Log and Expense Account Manager.
PDS* Quote - Quotation system, now includes context - sensitive help, pop-up calendar, pop-up calculator, import data etc. (Pro Dev Software).
Quickbid - Estimating package for Electricians, Plumbers, Builders.
Salesman - sales management which includes Clients, Product analysis, Note Pad and Appointments Diary. (Hard disk req.)
Superstock Stock control including suppliers, movements, P/Orders, stocktake, usage, backup, enquiries etc (McNab)
Service Plus (2 disks) - Maintenance and Service, Call Tracking, suitable for electrical, plumbing, heating services etc.
The Controller (2 disks) - powerful project organiser. (Hard disk required).

Ultimate Sales Program (2 disks) - fully integrated Sales, Invoicing, retail price list system with period statements and invoices (Elorell)

ACCOUNTS/FINANCE

Billing/Invoicing System (2 disks) - itemised invoices/bills with balance forward, finance charges, subtotals, balance due, also reports.
Cashbook (3 disks) - 5 bank accounts, 5 cash accounts payments/receipts posting, 100 nominal accts/VAT codes, VAT summaries (Freeway UK).
Simple Accounts - includes sales, purchase, and nominal ledgers, cashbooks and bank reconciliation, VAT etc (Noyes).
Corporate Financial Analyst (2 disks) - company accounts analysis and planning, needs no modelling or spreadsheet experience, (Computer Financial Models UK).
Home Accounts - features checking, savings, credit cards and loan accounts with bill payments, calculator & calendar (FGS).
Home Finance Manager - Keep a record of Bank/Building Society accounts with monthly balances and details of standing orders also loan calculator with repayments/interest (Blackwood Software - UK)
Ledgermaster - (4 disks). Combines features of both previous popular packages, Accounts and Accounts Plus into one, includes both Nominal and Analysis options. (Freeway UK)
Page Financial Controller (2 disks) - shareware clone of the similarly named package. Includes sales ledger & statements, invoicing with discounts, purchase ledger with remittances, nominal ledger, cashbook & VAT. Stock/order processing & job costing, network ready (Page Consultants UK). Hard disk required.
Payroll (3 disks) - latest legislation, (Freeway UK).

GRAPHICS

Altamira - design posters, cards, logos, garden floor plans.
Clip Art 1 (3 disks) - approx. 190 trade logos/computer motifs for use with Timeworks Ventura.
Clip Art 2 (3 disks) - approx. 200 images including Dollar, Dwarf, IBM, Piano, Scissors etc. for use with Timeworks/Ventura.
Dancad (5 disks) - from simple letterheads to complex 3D cog-wheels with animation & rotation, now has support for post-script laser printers (hard disk req).
DROEGE (2 disks) - Printed Circuit Board Design.
Draft Choice - one of the easier to use CAD systems which includes drop-down menus, on-line help, drawing, editing, viewing, measurement/query options plus more from the authors of As Easy As (Trius)
Express Graph - 3D bar charts, pie charts, line graphs etc. from entered or imported data.
Finger Paint - paint program with Mac-like screen
Gem Drawings/Paintings - Fun collection of images including Dinosaur, Ghost Busters Logo, Star Ship Enterprise etc.
NorthCad 3D (formerly Quest 3D) - is a new version of this wire frame modelling system with view, zoom etc, now support CGA, EGA and VGA!
PC Key Draw (4 disks) - latest version of popular CAD package now includes library disk, tutorial, and manual disks with superb demo and utility to convert graphics to IMG format for DTP.
Quickroute - multi-layer PCB design with autorouter, zoom, pan redraw, menus, windows (Frost).
Slide Presentation - use camera to take snapshots of screen, then display as at a slide-show, ideal for training, demonstrations etc.
Smart Art (2 disks) - clip art collection in *.IMG* format including Animals, Insects, Reptiles, People, Vehicles, Business etc. (Bennett).

EDUCATIONAL/STATISTICS

Amy's First Primer (ages 4-8) - new compiled version, is a collection of fun games for young children that help them with skills like counting, letter recognition, simple problem solving, pattern recognition and keyboard use.
Arcus Professional (4 disks) - Statistical package including Student's T-Test, F-Test, Z-Test, also linear, geometric & exponential regression analysis, Chi/Fishers/Irwins etc. (Buchan)
Childrens Games (ages 4-8) - hangman, alphabet, animals etc.
Eclipse - word and grammer game like hangman except guess words from document rather than letters from a word (J Higgins)
Flash Cards (4 disks) - 7,500 word vocabulary builder and spelling teacher (Advanced)
French Tutor - 1,648 French/English word combinations, 3,200 verb conjugations and 196 French/English phrase combinations.
Funnels & Buckets - Simple arithmetic tuition with arcade type action.
Fun with Designs - creative drawing program for young children. (Wescott)
Fun with Letters & Words - Educational games for the very young. (Wescott)
GCSE Physics / Computer Science / Mathematics (3 disks available separately) - exam revision.
German Tutor - 1,600 German/English word combinations, 3,875 verb conjugations and 160 German/English phrase combinations.
IQ Builder - intelligence testing.
Italian Tutor - 816 Italian/English word combinations, 1500 verb conjugations and 114 Italian/English phrase combinations.
Lisa's Adding & Quiz Machine - quiz generator and practice program for addition, subtraction.
Maths/Statistics - 96 maths routines including prime factors, vector analysis, linear interpolation, gaussian quadrature etc., plus 18 stats calculations including Mann-Whitney, Chi-square, students, T-test, multiple linear regression etc.
Memory Master - Improve memory powers with these techniques.
PC CAI - a computer assisted learning language that allows you to write tutorials, tests, rolling demos, etc.
PC Learning Games (4 disks) - series of programs for 2-8 year olds includes simple arithmetic, word & letter recognition, basic keyboard skills, colours & shapes (Protean)
PC Prompt - pop-up help with DOS commands/syntax.
Play 'n' Learn (ages 2-4) - for the very young, alphabet recognition, computer reaction etc, including Amandas Letter Lotto.
Spanish Tutor - 1,550 Spanish/English word combinations, 3,596 verb conjugations and 150 Spanish/English phrase combinations.
Tutor - introductions to computers, binary numbers and the CPU, input/output devices, Disk Operating System, subdirectory structures, batch files etc.
Whiz Quiz - arithmetic/elementary mathematics, self grading according to age of user.
Word Gallery - Flashcards with matching, missing letters, spelling, word guessing (EGA/VGA - Kinderware)
World Atlas - produces views and maps for areas around a chosen point, allowing selection of resolution size etc.

LANGUAGES/PROGRAMMING

AB6/D86 - probably the best 8086 assembler/disassembler around.
Basic Aids (4 disks) - G.W. basic.
B-Window/C-Window - windowing utils for Basic & C.
C Tutorial - for beginners to advanced.
C Spot Run (2 disks) - window and menu utils for C programmers.
Hyperpad (5 disks) - similar to the Apple Mac's Hypercard, an object-oriented application development system, complete with more than two dozen personal applications (hard disk req. - Brightbill - Roberts)
Logo - Jem version of turtle-based graphics language, popular with children.
Modula 2 Compiler (3 disks) - new version (2.0A) of this flexible but very powerful programming language.
Modula 2 Tutorial (2 disks) - companion to the above.
MVP Forth (2 disks) - full implementation.
Pascal - three compilers on one disk, Tiny, Facillis & Visible.
Prolog - ADA implementation of 5th generation AI language.
Quickbasic - tools and utils.
SDA (2 disks) - design screens for data input (Basic).
Turbo C Tutor (2 disks)
Turbo Pascal Tutor (2 disks)
Tutbo Pascal Library (12 disks) - routines, programs, utils, statistics, sprites, animation, tools and much more.

UTILITIES

Ample Notice - appointments calendar, pop-up alarm clock, sideways addressing util for envelopes, can use data directly from the screen.

Automenu - popular front end allowing multiple levels of menu, password, uses minimum memory, network support etc. Magee.

Label Maker/News Editor - design labels and include graphics from NewsMaster graphics editor (Desai UK).
Professional Masterkey - disk utils like Nortons including file recovery, unerase etc.
Ram Test - chip diagnostics.
SimCGA - colour graphics simulator for Hercules cards, runs most CGA software.
Sydex Utilities (2 disks) - including Anadisk for analysing whats REALLY! on a disk, Teledisk which can make an image of a complete disk with sub-directories etc (even some protected disks) which you can then download or upload with the help of a modem, and utils and emulator to handle over 100 CP/M formats on your PC.
Vmix (2 disks) - multi-user operating system along the lines of unix, adjusts itself to 8088 or 80286.
Zapcode - (optionally) Memory resident printer control utility to select fonts, margins etc for use with dot-matrix, laser, inkjet etc (Morton Utilities)

SPECIAL INTEREST

Astrology/Horoscopes - birth signs, zodiacs etc.
Bible (7 disks) - includes Samfindex to allow quick search and retrieval of words, phrases etc (Bayliss UK). Hard disk required

Crystal Ball - a computerized "psychic" makes predictions and answers (R.K. West)

ESIE - configurable expert system including example which works out childs illness from questions and answers.

Fortune Teller - divination system including One Card Fortune, Three Card, Detailed Card Layout, Quick Numerology, Dice etc (R.K. West)

Genealogy - EZ tree traces and plots your ancestral roots.
Handwriting Analyst - personality analyses system of graphology, often used when evaluating job candidates (Careersoft)
Handwriting/Numerology - Handwriting and numbers analysis for those who can feel the 'Vibrations'. Also includes Biorhythms.
Personal Tarot - enjoy professional quality Tarot card readings on your PC, easy to use, flexible, customizable with professional looking reports
Pianoman - play, enter and save tunes, also construct stand alone tunes.
Procon Fortune - analysis of personality according to both Western & Eastern astrology. Also compatability ratings, etc.
The Diet Disk - has several calculations for average weight loss, calories needed etc and shopping list showing calories.

COMMUNICATIONS

Fido - very popular bulletin board system with E-mail facilities and network capabilities, several in use throughout UK/Europe/USA.
Kermit (2 disks) - file transfer between mainframes/PC's, many non-IBM machines catered for.
PC VT - DEC VT 102/100/52 terminal emulation with file transfer.
Odyssey - powerful but flexible package with many extras.
Wildcat (2 disks) - new bulletin board system which is easy to set up but very impressive.

SOFTWARE

PC File V	£89.00
As Easy As	£45.00
Automenu	£55.00
Page Financial Controller	£195.00
PC Outline	£59.00
Power Menu	£59.00
Freeway Cashbook V4	£49.95
Freeway Ledgermaster	£49.95
Freeway Payroll	£49.95
Ample Notice	£25.00
DR Dos V5	*ONLY* £49.95
Tec-Mouse - Microsoft compatible Serial Mouse with up to 1900 dpi resolution, mouse pad, pocket, pop-up menu compiler and library, Professional Paint software	*ONLY* £29.95

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MISCELLANEOUS

Disk Copy Service - over 300 formats of floppy, tel for details.
Disk Duplication - we can provide small to medium sized jobs (ie 100-10,000) for as little as 20p inc. media - 5.25" and 45p inc. media - 3.5", many formats available. Call for quote (prices exc. carriage/VAT)
Library Additions - if you have written a shareware program and would like us to distribute it, please forward a copy with description for consideration.
Support - We will be pleased to help you to load and run all the programs we distribute, but we cannot give support, or written documentation/manuals etc for un-registered shareware, as this would be a breach of the author's copyright.

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cont. from p 64

The best of the rest • The best of the rest • The best of the rest

It's not all games, games, games you know. Sometimes you've got to get down to business. We've covered some pretty hot business packages in our first five issues, and we'd hate to think that you'd missed out on the best. So here's a round-up of the top scorers...

PC

❶ Easy Edit II — Issue 2 — 95%

AsEditCo, Warren Cottage, Warren Lane, Elmswell, Suffolk IP30 9DT ☎ 0359 41601

A superb and friendly word processor that is so packed with excellent features that you will hardly be able to believe the £35 shareware fee.

❷ Homebase — Issue 1 — 95%

Brown Bag Software, 2155 South Bascom Avenue, Suite 114, Campbell CA 95008 ☎ 0101-408-559-4545

What this desktop organiser doesn't offer you definitely don't need – word processor, database facilities, compact comms functions to name a few.

❸ PowerMenu — Issue 1 — 90%

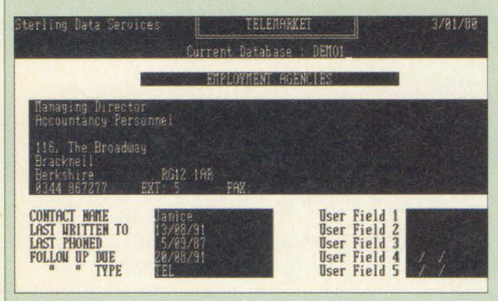
Brown Bag Software, 2155 South Bascom Avenue, Suite 114, Campbell CA 95008 ☎ 0101-408-559-4545

A friendly menu-driven replacement front-end to do away with the dreaded DOS.

❹ Marketeer 2.1 — Issue 2 — 90%

Fantasia Shareware, PO Box 1231, Clutton, Bristol ☎ 0761 453716

For the field sales rep, *Marketeer* is a contacts manager and sales prospecting system and is the ultimate tool in organising lists of clients.



***Marketeer* helps sales reps keep track of their contacts**

❺ Word Fugue — Issue 2 — 90%

Advantage, 56 Bath Road, Cheltenham, Glos GL53 7HJ ☎ 0242 224340

An excellent and adaptable word processor that even generates tables and lists with the minimum of fuss and includes an 100,000-word dictionary. Shareware.

❻ Goal Seeker — Issue 3 — 90%

Brown Bag Software, 2155 South Bascom Avenue, Suite 114, Campbell CA 95008 ☎ 0101-408-559-4545

A handy little add-on utility for speadsheets that can work out the relationship between data so that you can work out 'goals'.

❼ Task-Pro — Issue 5 — 87%

Ensign Systems, Freepost, London SE26 5BR ☎ 081-778 2871

Delegates tasks to the right people to make sure the job gets done using this handy organisation/scheduler program. It looks pretty good, too.

❽ Mail-Pro — Issue 5 — 85%

Wessex Systems, 108 Ensbury Park Road, Bournemouth ☎ 0202 546466

An excellent little database based on a card index system. Simple set-up, free-form data entry, filters for mail-shots, label printing, built-in text editing – it's got the lot.

❾ Contacts Plus — Issue 5 — 85%

Ensign Systems, Freepost, London SE26 5BR ☎ 081-778 2871

A computerised version of the Rolodex which lets you keep track of contacts' addresses and telephone numbers. All the features are available at a single keypress.

❿ AppTrak — Issue 4 — 85%

Ensign Systems, Freepost, London SE26 5BR ☎ 081-778 2871

Personnel Managers, keep track of all those job applicants. Now when you say, "We'll keep your details on file," the file needn't equate to the rubbish bin.

ST

❶ FastBase — Issue 3 — 93%

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness ☎ 0463 225736

Possibly the best shareware database in existence, *FastBase* enables you to open up to 22 database files at once and is stuffed with features.

❷ Arabesque — Issue 4 — 92%

South West Software Library, PO Box 562, Wimborne, Dorset BH21 2YD

The drawing package that no ST-owning draughtsman should be without.

❸ Sheet 2.0 — Issue 1 — 90%

Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

A spreadsheet that provides a dedicated programming language with which to perform the most complex of today's financial double dealings.

❹ ST Writer — Issue 1 — 90%

Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

Quite simply the best shareware word processor around for the ST – it beats the pants off most commercial products too, so what are you waiting for? Get it.

❺ Fone Cost 2.0 — Issue 2 — 90%

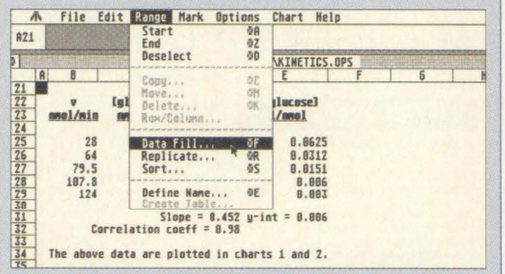
Ainley Publishing and Communications, 16 Copyground Court, Copyground Lane, High Wycombe HP12 3HG

If you want to keep your phone bills to a minimum you need *FoneCost* – it counts BT phone units ticking by as you natter away.

❻ Opus — Issue 3 — 90%

Softville, Unit 5, Stratfield Park, Elletra Avenue, Waterlooville, Hants

A true third-generation spreadsheet with extended mathematical functions, a fully functional text editor and lots more besides.



***Opus*: it is simply a symphony in ST spreadsheeting**

❼ The Guru — Issue 5 — 85%

Wooleysoft, Humblesknowe Cottage, Ramoyle, Dunblane, Perthshire, Scotland FK15 0BA

A interactive card file system that can be called up from within GEM applications.

❽ Easy Text — Issue 2 — 85%

Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

This is a budget desktop publishing package that is an attempt to provide true page layout on the ST – and it works fairly well.

❾ Monster — Issue 4 — 85%

South West Software Library, PO Box 562, Wimborne, Dorset BH21 2YD

If you do a lot of DTP then you'll know what a pain it is that monitors are a different shape to most pages. *Monster* helps you get around this problem.

❿ Double Sentry Accounts — Issue 3 — 85%

Unit 5, Stratfield Park, Elletra Avenue, Waterlooville, Hants PO7 7XN

Accounts handling software that's so good you can hardly believe it's not a fully commercial product. Available in both a cut-down PD and a full shareware versions.

AMIGA

❶ Uedit — Issue 3 — 90%

Cranham's Leisure Software, PO box 7, Bletchley, Milton Keynes, MK2 3YL ☎ 0908 640763

A fully-customisable text editor which means that you can make *Uedit* fit your exact requirements. What's more, it's a doddle to use, too.

❷ Text Engine — Issue 3 — 86%

17 Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982

Text Engine is simple to use and offers a comprehensive range of features.

❸ TapeCover — Issue 4 — 85%

17-Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982

If you make a lot of your own recordings on cassette tapes then you need an easy-to-use tape cover designing program. And that's exactly what this is.

❹ Transcript 1.0 — Issue 2 — 85%

Software Expressions ☎ 0272 637634

An exceptional word processor, packed with features and lightening fast to use.

❺ Road Route — Issue 4 — 80%

Vally PD, PO Box 15, Peterlee, County Durham SR8 1NZ ☎ 091-587 1195

How to get from A to B using major roads. Written for the US so you'll have to put in a little time and effort feeding in your local data to make it work for you.

❻ Text Plus — Issue 2 — 80%

Amiganuts United, 169 Dale Valley Road, Hollybrook, Southampton SO1 6QX

Another very good word processor which is absolutely bursting with features.

❼ ElectroCAD — Issue 3 — 80%

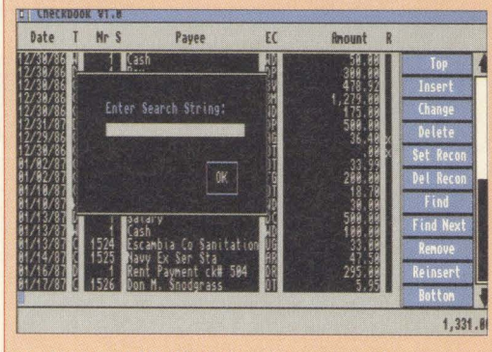
Crazy Joe's PD,145 Effingham Street, Rotherham, South Yorkshire S65 1BL ☎ 0709 829286

A comprehensive schematic designer for the electronic doodler. It provides an on-screen drawing board dedicated to the design of electronic circuits.

❽ Bank'n — Issue 3 — 80%

Cranham's Leisure Software, PO box 7, Bletchley, Milton Keynes, MK2 3YL ☎ 0908 640763

The perfect bank account manager for your Amiga. It enables you to store every transaction, total them up and generate handy reports for printing out.



***Bank'n*: financial double dealing just a mouse click away**

❾ Ami-Back — Issue 5 — 75%

17 Bit Software, 2/8 Market Street, Wakefield WF1 1DH ☎ 0924 366982

An automatic back-up program for the busy (or lazy) executive.

❿ Quick-Base — Issue 2 — 75%

17 Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982

Provides and maintains a database of names and addresses which you can use to print out address labels. Simple but effective, it also looks good.

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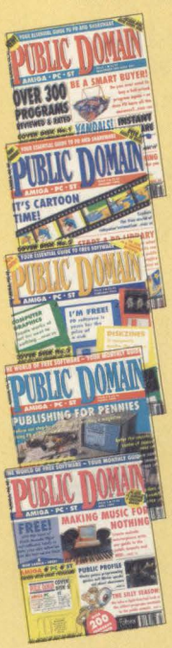

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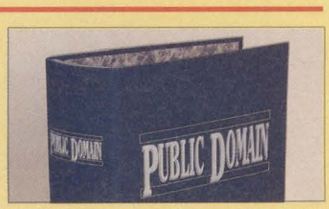

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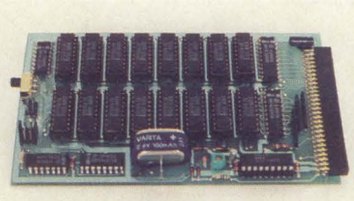

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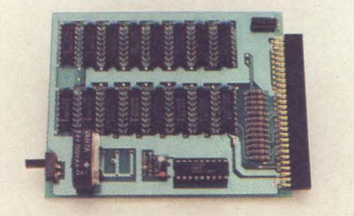

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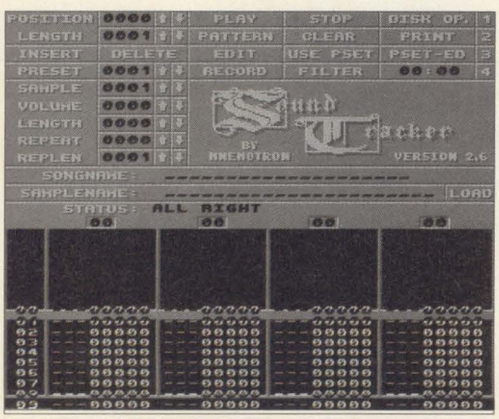
Sound advice

Good music involves tons of expensive MIDI gear, right? Wrong! Your computer has all the essentials built-in, and all you need to exploit the power is a disk full of public domain software. Nial Grimes dons the headphones to give you the lowdown on what you can achieve with just your computer and a PD disk, and shows you how to go about it...

Music is one of the fastest expanding areas in the computing industry. In a few short years musicians have gone from expecting nothing more than a simple beep from their machines, to demanding nothing less than a full-blown orchestral extravaganza.

Amiga, ST or PC, your machine has the power to realise your musical imagination without you having to buy any other electronic instruments. OK, so you won't be producing Top 40 smashes using your computer alone, but there is a demand for music that has been created and played purely on a computer with no need for other peripherals – especially for use in other computer programs such as games. And where would demos be without computer-generated music? Software houses are crying out for good computer musicians and the only limitation is staring back at you each time you look in the mirror. Only experience and knowledge of the software lies between you and a possible future in making music. Whether for pleasure or profit, the public domain has the software and is the ideal testing ground.



The package that began it all. *Soundtracker* for the Amiga, now at version 2.6, remains as popular as ever with computer composers

No matter how big your ambitions, the one essential ingredient is software. Music programs vary, but through the mass available, a standard has emerged – that standard is the 'tracker'.

The track record

Originally a (bad!) commercial product that came out in the mid 80s, *Soundtracker* caught the eye of some inventive demo programmers who saw the potential that the package held. The transformation began and within months the very first public domain soundtracker appeared. It was a far cry from the

cont. on p70

From bleeps to multi-channel audio ecstacy – a brief history of the soundchip

Computers haven't always been so hot in the audio department. In fact, the first home computers had no sound whatsoever; witness the ZX80 and 81 – no colour and not a sound channel between them! This rapidly changed as the entertainment industry gathered steam and manufacturers began to see the importance of audio effects in games. From the release of the Spectrum with its one sound channel, synthesised sound took off in a big way.

Commodore was the pioneer in this department and the SID chip, found in the C64, is still up among the best by today's standards – some people would even argue that it is superior to the ST's soundchip!

This tradition of audio excellence continues until today, where we find the Amiga possessing some of the most advanced sound circuitry around.

In search of fame? A stand-alone module player, such as this one from the Fingerbobs, is the ideal way to get your music noticed in the public domain

cont. from p69

excellent programs available today but contained all the essential ingredients that music-makers everywhere have come to know and love.

The beauty of the tracker is that you needn't know anything about music to produce good results. It was written by computer users *for* computer users and clung to none of the traditional rules so common in the music industry – computer music was a new art-form and *Soundtracker* treated it as such.

The secret of success

This basis for the popularity of trackers lies in the interface they use, that is, the way the user programs in the music. Trackers do away with musical staves. Instead, the majority support four channels, each represented by a column of figures at the bottom of the screen. Each column is a known as a 'track'. The composer enters notes into these tracks using the the keyboard or a MIDI synth and thus a song is gradually built up.

Each note is represented as a series of letters and figures which denote not only the name of the note (C, D#, E, etc) but also information on the instrument to be used (whether it will sound like a piano or a trumpet or whatever), the length of the note and any effects that might be applied to it (reverb, pitch bend, vibrato). The effect is represented by a single figure, followed by two further figures representing the amount to be applied. These can be easily adjusted, as can notes, by using the cursor keys.

The majority of songs are built from several building blocks repeated in sequence: introduction, verse, chorus, verse, chorus, conclusion, for example. It would be pointless and time-consuming to type out the chorus twice, so you just do it once then position it in the relevant places in the overall song.

Sample the delights

By far the most fascinating and powerful aspect of trackers is that of sampling. A sample, or snatch of sound taken from the real world and digitised into a form that the computer can play, is the means by which most trackers make contact with the outside world – they are the instruments.

Theoretically you could just sample a whole song from CD or cassette, but in terms of memory, this solution is just not practical. Sampling one three and a half minute song at CD quality would take approximately 18Mb of memory!

The tracker overcomes this problem by playing small samples of real instruments (or any other noise you like) back at variable frequencies, giving a whole musical scale from a single sound. By playing several samples simultaneously you can have, in effect, a whole multi-channel recording studio inside your computer!

You don't even need to have a sampler to get started – let kind hearted souls and

> "Soundtracker *was written by computer users for computer users and clung to none of the traditional rules of musical notation.*"

the public domain do the work for you! There are literally hundreds of disks full of instruments and sound 'modules' available for next to nothing in the public domain – many of them much better than their commercial counterparts!

Sampled sound isn't all there is to

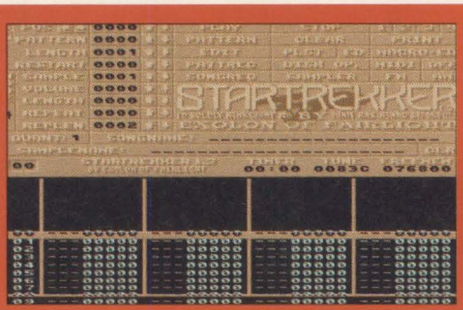
STEP-BY-STEP GUIDE

Ten steps to getting started with Startrekker (Amiga)

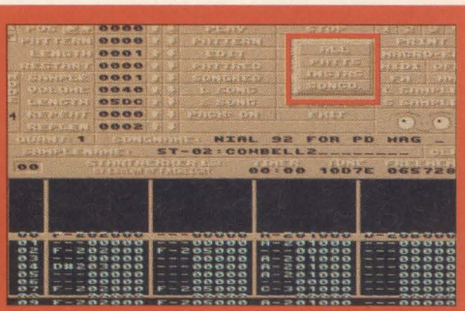
Soundtracker music is built up from patterns, and each pattern is created in a similar way. Learn how to write one pattern, and then producing a whole song becomes a doddle – it's just a case of arranging all the patterns into the order you want in order to create a sonic masterpiece. So here is the *Public Domain* beginners' guide to laying down your first pattern.

We've decided to spotlight *Startrekker*, a pretty damned fine tracker for the Amiga, in this walk-through. But don't worry if you've got an ST or some other tracker package. Most of them function in pretty much the same way; *Noisetracker* on the ST in particular maintains full key compatibility with *Startrekker*.

So, whatever software you use, these are the basic steps you have to master in order to create your own Soundtracker symphonies.

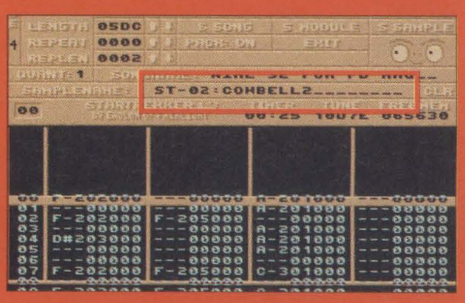


1 This is the screen that you will see when you first load up *Startrekker*. Don't be put off by all those numbers at the bottom of the screen; they may seem bewildering at first, but you'll soon get the hang of what they all mean



2 The first consideration for producing a tune is to get some sounds in memory. This involves either loading samples individually or loading a 'module' and deleting all song data, giving a ready made suite of sounds

6 If memory is getting tight (as it probably will be on a 512K machine), enter the AM sound editor to add more sounds. While not quite as realistic as samples, AM sounds can add a really nice (and fashionable) electronic sound



7 The next instrument used is that old classic the cowbell! Once again the track is fairly repetitive but fits in with the drum track nicely. Remember to play the pattern regularly to make sure that it is shaping up as you want it

trackers, or indeed the music software scene in general. Many packages, trackers and otherwise let you use synthesised, or 'synthetic', sounds in your music. PC packages in particular, while unable to make use of samples, make the most of the PC's internal sound capabilities.

Of course, Amiga owners can have the best of both worlds with the help of packages like *Startrekker* and *Med*, which both support synthetic sounds. In these packages, synthetic sounds can be mixed freely with samples to achieve some truly awesome results.

Go for it!

Once you've prepared your music and are happy with the results, there's just one thing left to do: let the world know what a great musician you really are. The public domain is the ideal distribution network and is littered with module players which enable you to compile your best work on to disks that you can then pass on to libraries. Then just sit back and wait for fame.

It may seem like a pipe-dream to actually have your work acknowledged and paid for by a software house. But ask any of the demo programmers who are now writing music professionally how they felt and you are likely to hear a similar reply – you can do it! When it comes to trackers, you really can have the software the professionals use for around the price of a disk.

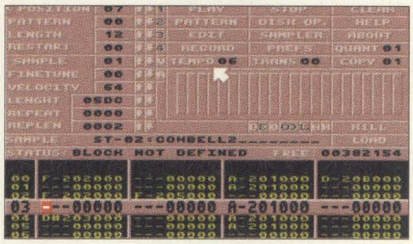
ST round-up

The ST as a MIDI machine has always been criticised for its feeble internal sound chip. It seemed as if all was lost until a demo crew by the name of The Care Bears released the very first ST soundtracker. Since then the tracker scene on the ST has gone from strength to strength and packages are fast catching up, in terms of features and quality, with the Amiga.

Digi-Composer (PD)

ST • 1Mb • Disk MUS177 • Floppyshop, PO Box 273, Aberdeen AB9 8SJ ☎ 0224 312756

Glance at a screen shot of *Digi-Composer* and you would be forgiven for thinking you were looking at *Noisetracker*. This



Double take? It may look like *Noisetracker*, but *Digi-Composer* packs plenty more handy features

is not surprising, since the very same interface has been used, but lying beneath the surface is a completely rewritten tracker including a host of new features.

First and foremost is the inclusion of a stereo mode for both ST and STE! The former is controlled through a sampler cartridge, such as ST Replay. Three sound frequencies can be selected depending on the sound quality required and unusually for this type of package, *Digi-Composer* is fully TT compatible!

The improvements don't stop there. Sample editing has been tweaked, adding several new effects, among the best of which is a tool for creating perfect sound loops – it looks like those jumpy strings are finally a thing of the past. When using the lowest playback resolution it's possible to overscan, or remove the bottom border from the screen, giving a bit more room for editing. While common among Amiga trackers, this is a first on the ST. When moving to higher frequencies, this mode is disabled.

A completely redesigned on-line help system is provided, as is extensive documentation. The reason for such a huge leap forward in ST trackers is explained in the documentation, where the programmers fully admit 'borrowing' some code from trackers on the Amiga!

Digi-Composer is an excellent tracker and will give top quality results on an STE or TT. Standard ST replay does not seem to match up to *Noisetracker*, but the extra editing features more than make up for this.

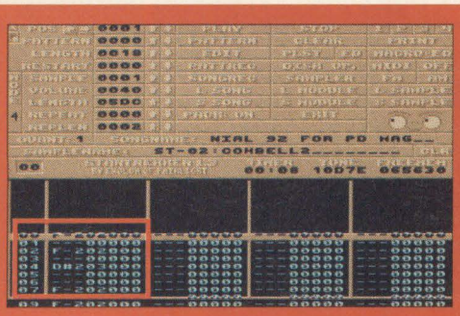
ST **92%**

Noisetracker 1.5 (PD)

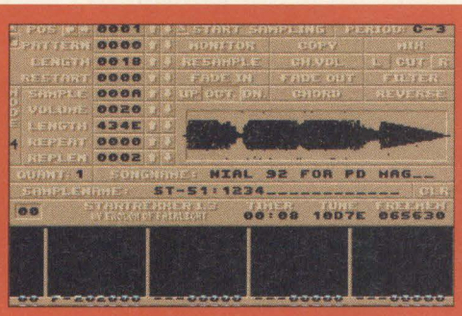
ST • 512K • Disk MU-0004 D/S • Caledonia PDL 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

Noisetracker will be familiar to many Amiga owners as one of the first *Soundtracker* clones to hit the PD scene. Version

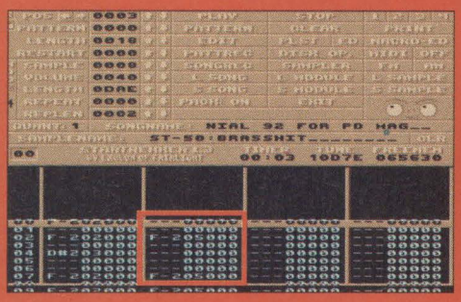
cont. on p72



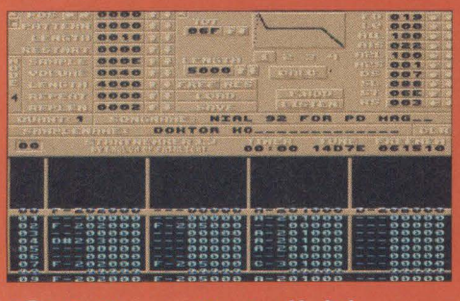
3 Next lay in a simple drum track. You do this by pressing the space bar then playing in the beat on your keyboard. In this case we've gone for an up-beat house-style track using a snare and bass combination, rounding off with a '1-2-3-4' sample



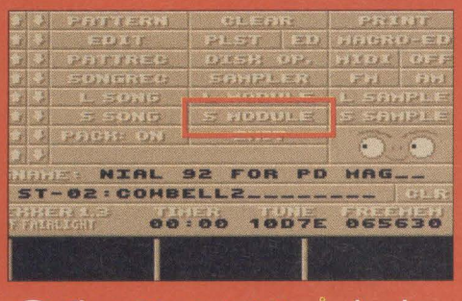
4 Fade out the 'count' sample by moving to the editor, clicking on Fade Ou' and finally selecting the point at which the sample should begin to fade. This gives a less harsh sound as the pattern loops (plays in a continuous sequence)



5 Move the cursor on to track two and back up the snare drum with some synth style claps. Although this could be fitted into the first track, it would steal the duration (the length of time the notes play) from the drums – not a good idea!

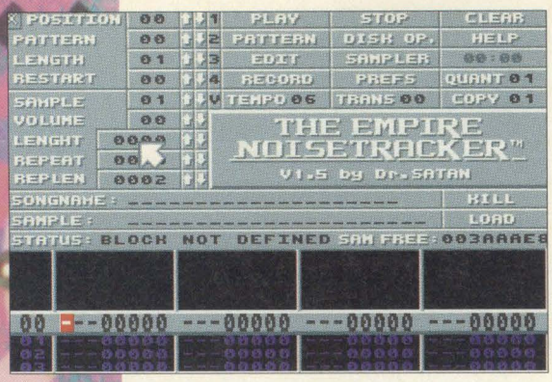


8 Position some strings to add a little more rhythm and the pattern is more or less finished. If you feel you need more room to add some other samples, clicking the Mode gadget will give you a further four tracks on which to work



9 The most important point to remember when using trackers is to save your work regularly – it's so easy to destroy a good sound! Unless you want to reload all of the samples separately each time you load a song always use the 'save module' option

10 Now you have set up a simple pattern. Play it back and have a listen. Sounds good, but a bit repetitive, perhaps. Don't worry, now you can create other patterns in the same way and arrange them all into a complete song



Basic it may be, but *Noisetracker* is the best choice for any would-be composer with a standard ST

cont. from p71

1.5 is the ST implementation of this Amiga classic and is virtually identical in every respect.

The screen is laid out nicely with all the functions easily accessible, despite the ST's smaller display area. While playing you have a choice of waveform monitor or the standard graphic analyser – not a lot of practical use, but if your only interest is listening to music, it makes things more interesting.

Together with all the usual recording functions a basic sample editor is included ('basic' being the operative word). Nevertheless it works well and provides most of the operations you need from within a tracker such as: octave up, octave down, fade in, fade out and so on.

One glaring omission is that of STE support. Considering the STE is now the base ST, it would have been nice to be able to opt for filtered sound. That's not to say that the sound is bad with no filter – just that STE owners deserve some recognition for their machine almost three years after its initial release!

A novel idea is that of including documentation that actually explains how a soundtracker works. Most authors seem far too tied up with tech specs to just sit down and explain how to get started! The documentation included with *Noise* is nothing special (suffering a little bit from a French translation), but is a step in the right direction.

Noisetracker is a basic, stable soundtracker; no frills, no fancies, it works well and will certainly restore your faith in your ST's sound capabilities. What's more, it was yours free, gratis and for nothing with the very first issue of Public *Domain*. (What d'you mean you haven't got it? Turn to page 67 now for details of ordering back issues!)

ST 89%

Amiga round-up

The Amiga, with its excellent internal sound capabilities, is always a first choice for musicians and games players alike. This is reflected in the overall quality of the public domain software available. When it comes to the sound, Amiga owners have the cream of the crop.

MED 3.11 (PD)

Amiga • 512K • Not fully Plus compatible • Disk 1886 • Crazy Joe's, 145 Effingham Street, Rotherham, South Yorks S65 1BL ☎ 0709 829286

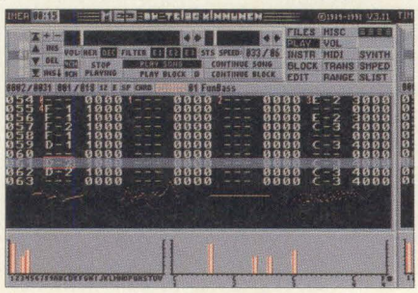
Med 3.11 is the final PD version of what went on to become the eight track *OctoMED*, distributed by Amiganuts. With that sort of track record (pun not intended), surely the public domain version must be something really special?

In a break from the crowd, *MED* uses most of the screen space for viewing tracks. That's great, providing all you want to do is record music, but when it comes to editing all functions have to be accessed from 'postage stamp' sized dialogues boxes which is annoying to say the least.

It's not all doom and gloom, however. *MED* does offer some really nice features and the sample editor is a joy to use – occupying the whole screen when selected. Waveforms can be moved up or down an octave, boosted, filtered and adjusted in many other ways, normally only found in dedicated sample editors. MIDI integration has been well thought out and instruments can quite easily be played alongside the Amiga. Each MIDI device can be assigned a channel and instruments played via MIDI can be named and used in a similar way to samples.

Once again the Amiga's own internal sounds can be mixed with samples to provide that synthetic sound much adored by software houses everywhere. *MED* refers to these as 'Synth Sounds' and another excellent full screen editor is included, should you want to make some adjustments.

In terms of ability *MED* is excellent, but the interface holds it back from being truly great. Give *Med* a try by all means – the results can be very good, even if the method of getting there is irritating at times.



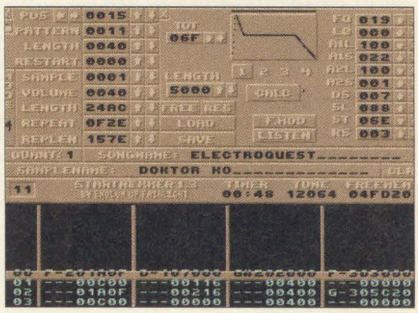
***MED*'s inventive interface – love it or hate it, it scores highly in the features department**

AMIGA 85%

Startrekker 1.3 (PD)

Amiga • 512K • Disk U631 • NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA ☎ 0983 529594

Startrekker is a soundtracker with a difference. There's no limit to four channels here, because with the help of a little bit of clever coding, *Star* manages to provide anywhere up to eight on a standard Amiga! Twice the channels: twice the power – or so the theory goes. But how does it perform?



***Startrekker* boldly goes where no tracker package has gone before – would you believe eight channels?**

Fans of the original *Soundtracker* will feel at home as the package uses the familiar 'operations at the top, tracks at the bottom' format. The tracks occupy about a third of the screen, giving the dialogues a bit of room to breathe.

AM (chip generated) and FM (synthetic samples) sounds are catered for and can be mixed freely in the score. Both have separate sound editors for any last minute adjustments. If the AM editor doesn't provide you with enough control, a built-in mini-assembler enables you to program the sound registers directly.

A swift click of the Channel gadget reveals a total of three modes of operation: four track, eight track and the rather cryptically named M mode. Rather than being a

So, what kind of noise can the internal soundchip in *your* machine produce?

The digital delights you can expect to hear echoing forth from your monitor's speaker depend entirely on the sound chip buried beneath the casing of your machine. What exactly is your computer packing?

Amiga

The Amiga comes top of the class in this department. The 8364 sound chip – or 'Paula' as she is affectionately known – is capable of playing four channels of sound simultaneously. These sounds can be either sampled or synthetic and can be played without the help of the central processor, leaving plenty of time for moving sprites in games.

Atari ST/STE

The ST these days comes in two flavours: the basic ST and the STE. The standard ST is equipped with a mono, three channel slice of silicon known as the AY3-8910 (the same as used in the Spectrum Plus Three and Amstrad CPCs), which can play three mono channels of sound. The STE is better supported with a stereo version of the AY chip together with limited sample playing hardware built-in. Despite the limitations, programmers have managed to write trackers for the ST using only software routines – or half software, half hardware in the case of the STE.

PC

When IBM designed the PC, sound was not a requirement; after all, who needed a business machine that could rock the office? The result was that the PC was given nothing more than a simple beep, though capable of emulated three-channel sound when programmed carefully. That doesn't mean, however, that PC owners are left out in the cold when it comes to music. Aside from the programs reviewed here there is another solution. With the addition of a sound card, such the AdLib and Soundblaster cards, a PC can meet, and arguably exceed, the sound on most other machines!

Jargon busters

Frequency – The frequency of a sample is directly related to its quality – the higher the frequency the better the sound. The Amiga plays samples at a frequency of approximately 10KHz while a CD plays at over 40KHz!

Module – A soundtracker song combined with samples and saved directly to disk. This means that instruments need not be loaded separately to play the tune

Pattern – A section of the song – comprising all the available channels – which once composed can be inserted any number of times into the overall tune

Sample – A real-world sound turned into digital information for replay by a computer

Sampler – A piece of hardware is the means of turning real world sounds into digital information. While at one time incredibly expensive, budget models can now be bought for less than £50

Sound Channels – The number of different sounds a computer can play simultaneously. This can sometimes be pushed beyond the usual specifications by clever programming

Synthetic Sound – A sound 'synthesised', or created, by a computer's internal sound chip. Generally they are less realistic than samples

Tracker – A program which plays several samples at variable frequencies in order to produce a complete scale from a single sound

figment of Ian Flemming's imagination, M in fact stands for MIDI. Playing all eight channels through the Amiga doesn't leave a lot of processor time for anything else. To solve this you can enter MIDI mode, which uses four of the Amiga's standard channels, together with an additional four played through a MIDI interface.

Startrekker is packed with features, with a few amusing touches thrown in for good measure (the eyes that follow the mouse pointer around the screen, for example). It also consistently out-performed all other trackers when used under Kickstart 2. Get it!

AMIGA **93%**

PC round-up

Unfortunately, the PC loses out when it comes to sound. At first, all it seems capable of producing is a beep that could bring tears to the eyes of a Spectrum owner. But inspect more closely and you'll notice that despite these problems programmers have managed to write packages that make the PC sound better than a digital watch on a bad day.

Pianoman (Shareware)

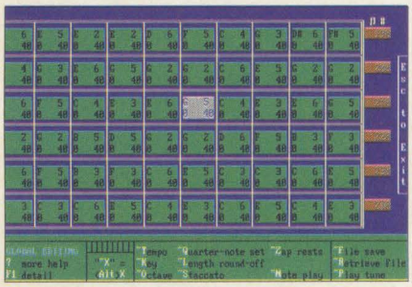
PC • 256K • CGA/EGA/VGA • Registration £25 • Advantage, 56 Bath Road, Cheltenham, Glos GL53 7HJ ☎ 0242 224340

Pianoman is probably the nearest thing to a soundtracker that you'll find on the PC. It has no MIDI facilities at all, but turns the computer's keyboard into a musical keyboard. To help you it displays a screen showing which keys correspond to which notes. You can record the notes as you play and when you are satisfied with your efforts you can enter the editing mode.

Like a soundtracker each note is assigned a number of values, but on the editing screen of *Pianoman* they are arranged in a grid which fills most of the screen. Each square of the grid is one note, and contains four values appertaining to the name, octave, duration and stacatto value of the note. Editing in *Pianoman* has been designed to be similar to editing in a word processor. You can define a block which can then be cut, pasted, deleted or copied. You can also make universal changes to a whole song, such as speeding up the tempo. The program still only uses one channel sound, but can give the impression of multi-channel sound by playing four notes in rapid succession in the space of one note. The effect is not wholly successful, but is certainly an improvement on a dull series of single notes.

Best of all the program has the built-in facility to save songs in formats that can be easily inserted into programs written in Pascal and BASIC. *Pianoman* can't compete with the sounds from an Amiga or ST but it's about the best you can expect from a PC, and doesn't do a bad job at all.

PC **75%**

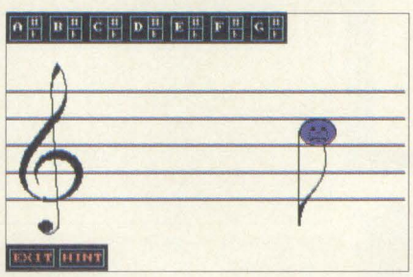


***Pianoman:* not quite a soundtracker but the nearest equivalent you'll be able to find for the PC**

Melissa's Musical Flashcards (Shareware)

PC • EGA/VGA • Registration $19.50 • Disk MPC13 • Softville, Unit 5, Stratfield Park, Elettra Avenue, Waterlooville, Hants P07 7XN ☎ 0705 266509

Musical Flashcards gives you the opportunity to brush up on your knowledge of traditional music notation. Written by a father anxious to teach his youngster (called, would you believe, Melissa) the basics of music from an early age, it is useful for anyone needing to learn notation.



Ooops! Guess who was wrong again? You too can be humiliated in front of everybody with the help of *Melissa's Musical Flashcards*!

Boot up and you are presented with a very flash title screen followed by the mouse selectable options, including the level of difficulty. Click on Start and you are transported to the fun part – the work screen, a full colour representation of a musical stave with buttons for each note at the top of the screen. The computer places a note on the stave and you have to identify it by clicking on the correct button. Get it right and the note smiles; get it wrong and it bursts into tears! If you get stuck a help option shows you a picture of a piano keyboard with the correct note highlighted.

The graphics are bright and colourful and everything is accompanied by animations that are great fun to watch, no matter what your age. It's also extremely easy to use, even without the help of the rather hefty manual supplied on disk.

PC **80%**

Melody Master 1.6 (Shareware)

PC • Registration $10 • Disk MPC11 • Softville, Unit 5, Stratfield Park, Elettra Avenue, Waterlooville, Hants P07 7XN ☎ 0705 266509

The fact that the PC isn't over-endowed in the sound department doesn't seem to have put the author of this program off producing a top notch piece of music software.

Melody Master could not be easier to use. The screen simply contains a graphical representation of the stave, which you move along with the cursor keys, entering notes where necessary. If you make a mistake it's just a case of moving back and pressing the replacement note.

All the time a help menu remains on screen to remind you which keys represents which note, as well as other keyboard shortcuts – a feature which could be well used by a good few other packages!

But your creation need not end there. *Melody Master* can save files in several formats, including versions for most popular programming languages. Imagine! – your BASIC programs needn't be dull and boring ever again. With a quick ditty, even the most simple game could be livened up no end. Several popular tunes are supplied on disk to give you an idea of what's possible.

Melody Master is limited by the capabilities of the PC. But as far as one sound channel packages go, it would be hard to imagine how more features could be squeezed in. The extensive manual supplied on disk (running to some 32K!) is very informative and won't leave even the most inexperienced user in the dark.

PC **70%**

Melody Master Help 1.6
Cursor Movement
F1 : Move cursor up and down the staff.
Home End : Move back and forth in file
Note Entering
A B C D E F G : Place a Note at the current position.
Shift+ 1..5 : Place a Rest...
Alt+ 1..5 : Place a dotted note...
Press SPACEBAR for more
F1-Help F2-Save F3-Load F4-Play F5-Tempo
F7-Output F8-Backwards F9-New F10-PgPlay Alt X-Quit

Now then, which instrument shall we use? A long or a short beep? If your ambitions go no further than Chopsticks, *Melody Master* is ideal

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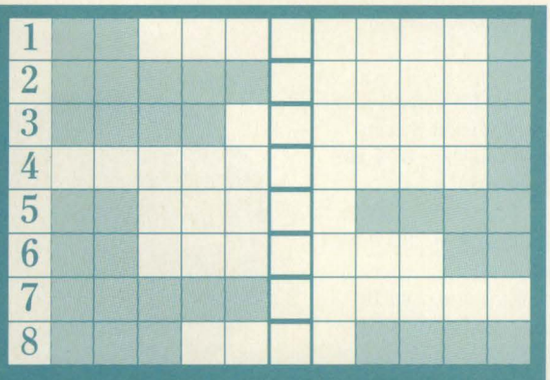
I wish I'd held on to those BT shares
Public Domain
29 Monmouth Street
Bath BA1 2DL

PD

The questions

1. **What's grey and has a trunk and isn't a mouse going on holiday?**
2. **Superhero's sidekick or rubbish three-wheeled car manufacturer**
3. **Brown beverage made from beans**
4. **Dozy cow from *The Magic Roundabout* (not Florence)**
5. **Mechanical 'life form'. Good ones are usually called 'Robby' or 'Tweeky'. Bad ones are called 'Terminator' or 'ED 209' or something along those lines**
6. **Traditional English game that takes about three days to play and involves a lot of standing around in white jumpers**
7. **A colour you can eat! (© Bunty, 1972)**
8. **The bottom of a boat, but also a city 'Up North' (or 'Down South', depending on your geographical location)**



The rules:

Whether you like it or not, civilised society needs rules and regulations. Otherwise there'd be chaos and anarchy, and where would we be then?

- Employees of Dataflex Design Group plc and Future publishing can whistle, but they can't enter this competition.
- The winners will be the first three correct entries plucked out of the Ed's stetson, and will be mentioned in a future issue.
- If you don't win then tough. The Ed's decision is final. No correspondence will be entered into.
- The closing date is 31st May 1992.
- No multiple entries are allowed. Anyone who tries this little trick on will have *all* their entries sliced, diced, shredded and dumped in a large vat of warm jelly.

Demos

Hey man, like wow! Look at those pretty spinning colours. Listen to those heavy duty sounds. Join Maff Evans on the ultimate trip through the highs and lows of the PD demo scene this month featuring inspiration from such diverse sources as Japanese comics and surrealist art. Pass the fish...

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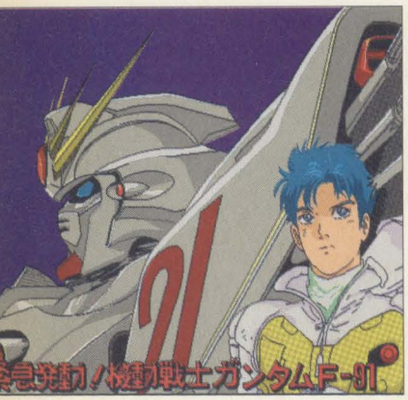
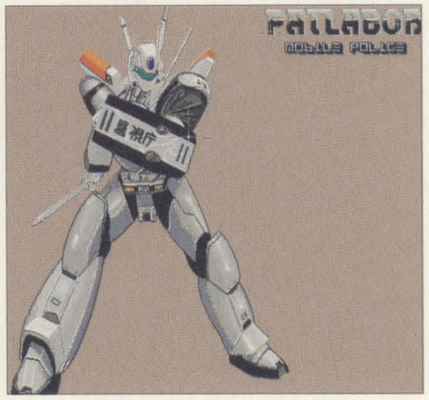




Some high-powered artwork can be found on the exquisite screens of the *Manga Slideshow*

Manga Slideshow (PD)

Amiga • Wack PD, 48 Emerson Avenue, Middlesborough, Cleveland TS5 7QH

Some of you may recall an interesting little demo that appeared a while ago by the name of the *Magad! Megademo*. Well, the team responsible for this Japanese comic-style piece, IBB, has returned with some artwork which is very much in the same vein.

The disk is titled the *Manga Slideshow* and is based on a range of Japanese comics which cover a wide range of genres, from cutesy characters having jolly fun adventures to hard-hitting images of post-nuclear destruction and weapon-toting war machines (in the style of the briliiant *Akira* – what do mean you've not seen it yet? Get a copy of the classic from your local video store now!)

IBB has included a veritable fistful of pictures here, including characters from *Gunbusters*, *Silent Möbius* and *Patlabor*. All the images are very well drawn, capturing the same Oriental feel that made the *Magad! Megademo* such fun. Even the music evokes the atmosphere of a Japanese cartoon, with its harsh, clicking rhythms and oriental background chants.

An enjoyable and interesting slideshow which makes a change from the usual digitised heavy metal sleeve claptrap! Altogether now...

"Haaaaaiiii! Kanedaaaaa!"

"Aaaaiiiii! Tetsuo!"

(Leap about and ad lib to end credits.)

AMIGA 84%

James Whale Fish Animation (PD)

Amiga • 1676 • 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH ☎ 0924 366982

Before you get too excited, this demo doesn't actually feature the bearded host of that 'popular' late-night TV spectacular, *The James Whale Radio Show*. It's just a clip of one of his supporting characters, namely the fish that appears to accompany the intermission messages.

Although the clip is just one of those short, looped, ray-traced affairs, it has a certain cute quality which is rather appealing. The fish drifts on to the screen wearing a pair of rather nifty headphones, flipping his tail as he flits across the screen.

The style is rather simple, with the fish image being polygon-based rather than consisting of smooth ray-traced surfaces. However, this doesn't mean that the animation looks tacky. In fact the 'reflective panel' effect works rather well, adding a certain depth to the animated shape.

There are no credits at all, but the style of the piece is very similar to the work of Dave Taylor (who's *Rockin Robot* and *Jet* animations are also reviewed this issue). If it is, and he continues to produce animations of this quality (maybe expanding their scope a little as he releases more disks), then he has quite a future ahead of him.

AMIGA 78%

***James Whale Fish Animation*: Hold on! Before you rush off in a hurry in case James Whale comes on, this is just a little clip of the cute little fish. Ah, isn't that nice?**

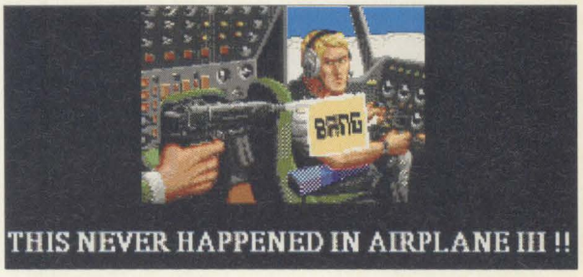
Operation Vark (PD)

Amiga • 542 • Amiganuts United, 169 Dale Valley Road, Hollybrook, Southampton SO1 6QX

This demo is a bit of a blast from the past. The disk has been available on a limited release for some time, but it is now generally available to all you newcomers to PD. Isn't that nice?

The demo has been put together by those jokesters at Vark, which has been responsible for a few spoof demos in the past. This time the team has gone for classic arcade shoot-'em-up *Operation Wolf*. The demo consists of pictures taken from the intro and intermission sequences from the game, with a few subtle changes for comic effect. In addition to the pictures, some new text messages have been added to create an *Airplane*-type farce. Along with the images, a version of the *Mission Impossible* theme plays, albeit in a more jangly (and somewhat sillier) vein than the original.

If you've seen the original *Op Wolf* then you know what the images look like, but what is interesting about *Operation Vark* is the sense of humour that has been added. Admittedly it's a little puerile and childish at times, but when you're doing a spoof of a video



No, I'm sure it didn't. But then again, the *Airplane* films were quite a lot funnier than the screens found on *Operation Vark* as well

Anyone with a grabbing cartridge and a copy of *Deluxe Paint* can now be a comedian, or perhaps not considering the bog standard of humour you get on the *Operation Vark* demo

game, you can't exactly expect wit as incisive as something like *Drop the Dead Donkey* can you?

As it stands, it's a pretty amusing little piece which has been put together just for a lark, and is worth looking at to raise a smile.

AMIGA 68%

Mental Hangover (PD)

STE only • MD 149 • State 808, 3a Old Lanark Road, Carluke, Scotland ML8 4HW

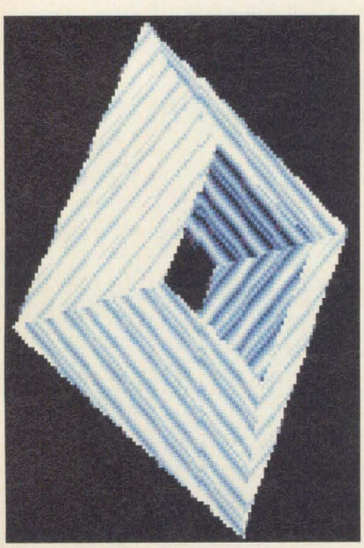
This title may seem familiar to a lot of people who have been following the PD demo scene for a while. There is a really good explanation for this – it's actually an STE conversion of Scoopex's Mental Hangover demo originally seen on the Amiga.

The basic appearance of the demo is very similar to the original. The gold phoenix logo of Scoopex appears, followed by an animated starfield shifting behind a series of messages printed in a nicely-drawn metallic font. All the original elements are in there, including the wild bob-shapes whizzing about the screen and the strange, patterned vector shapes.

The whole thing is backed up with a tune constructed from samples – a method not often used on the ST. Usually you either get a weedy-sounding tune using the ST's internal sound chip (check out the feature on page 69 for more on what internal soundchips are capable of) or a short looped sample lifted straight from a record. However, the Pixel Twins have managed to create a strong and impressive sounding tune by just applying a little extra effort.

The only problem with the demo is that it's a little on the short side. Maybe if the release of the disk had been held up for a while, there could have been more on there of a similar quality. So when's the follow-up guys? Or maybe an original piece using the same techniques. Other ST coders had better take note – you can get decent graphic effects and tunes if you try!

ST 81%



No it's not an Amiga demo, it's a conversion of the Amiga *Mental Hangover* demo for the ST

Alphabet Street (PD)

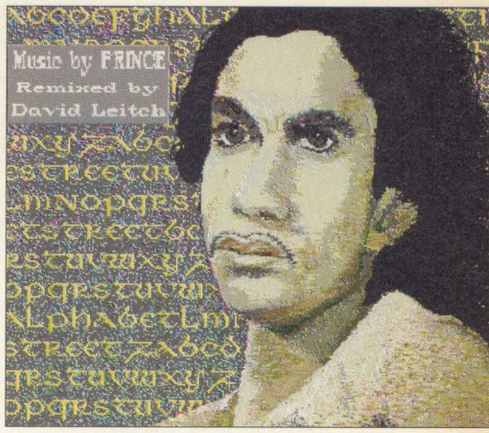
Amiga • 1643 • 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH ☎ 0924 366982

There's not much in the way of PD 'remixes' this month. In fact this is the only one and for a change it isn't based on a rave track. Instead, author Dave Leitch has elected to step back in time a few years to come up with an Amiga version of Prince's *Alphabet Street*.

The disk contains two versions of the demo, one for half-meg users and another for those with expanded machines. The only difference between the two versions is that the half-meg version doesn't display the picture while the tune is playing. If users with unexpanded machines want to see the picture, a third option enables them to load it in separately.

The tune itself isn't too bad, but by no means brilliant. The sample quality is a little tinny and the track seems to jump around a little too much, losing the fluid, funky feel of the original. But do the graphics make up for this? I'm afraid the answer has to be a resounding NO! The Prince picture is just about the worst drawing I've ever seen of him. He's yellow for a start, his eyes are crossed, his mouth is off to one side and his nose is on diagonally. Perhaps it's supposed to be Prince the way Picasso would have painted him.

So what have we got? A dodgy rendition of *Alphabet Street* and an even dodgier picture of His Purpleness. What does that add up to? Not a lot! Definitely one to avoid, even if you're an avid Prince fan.



***Alphabet Street*: I know what you're thinking – who is this supposed to be? Actually it's meant to be Prince, though you'd be forgiven for not realising**

AMIGA 23%

The Alien is Dead (PD)

Amiga • 237 • Shieldsoft PD, Wilmar Lodge, 13 Churton Road, Rhyl, Clwyd LL18 3NB

Instead of creating an audio-visual spoof for his second entry into the demo zone this month, Vark goes for a more straightforward demo.

The Alien is Dead is a music disk, with a couple of versions of a Vark-created tune for your perusal. The demo starts off with a simple menu in

cont. on p78

So it's not just a myth... there are such things as PC demos

Brain Slayer's Coma Demo (PD)

PC • Requires VGA and Sound Blaster • Springsoft, Springfield House, Llanfynydd, Wrexham, Clwyd LL11 5HW ☎ 0352 770049

What a breakthrough! We've actually got a PC demo in for review! Woooh! Put the flags up! have a party! Wait a minute, let's see what we have on offer before we get too excited.

Shortly after pumping up the volume on the Sound Blaster unit and typing in the start command, a simple text screen appears to give the title of the demo and the people responsible, along with a pretty average piece of music.

Fair enough. Where's the demo proper?

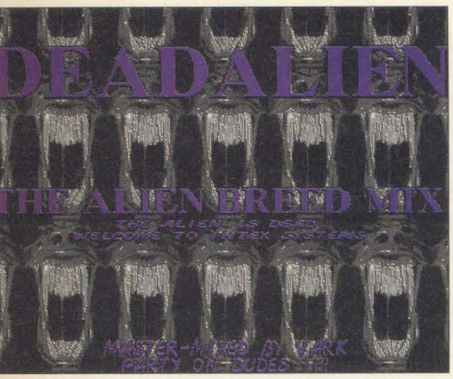
A quick key-press later, a graphics screen is loaded complete with a few bog-standard fantasy creatures (there's even a rat on there). The music that backs up the screen is alright, but considering the power of the Sound Blaster (which can handle CD-quality sound) it isn't much to write, or, indeed, phone home about. Sure there is a simple scrolling message along the bottom and a few level bars for the music to brighten up the screen a bit, but that is hardly ground-breaking stuff these days, is it?

A PC demo may well be a bit of a novelty, but you need to have more than a single VGA screen, a tune and some text these days!

If you think of the system requirements for running this demo, you could reasonably expect some quite vivid images backed up with some absolutely storming music, wouldn't you? Unfortunately, the *Brain Slayer's Coma Demo* doesn't really push the machine anywhere near its limits. What a waste.

Oh well, you can cancel the party and take the flags back down, I suppose.

PC 46%



Is it worth looking at these ugly faces just to hear a version of *Mission Impossible*?

cont. from p77

front of a scrolling starfield, containing the two options. The first version of *Dead Alien* is for standard half-meg users, whereas the second is for those lucky enough to have 1Mb of chip RAM in their machines.

Once the demo has loaded, a version of the *Alien Breed* logo appears, along with a title logo and a rather tedious scroll-text. And what happens when the music starts? Well, it actually turns out to be a rendition of the *Mission Impossible* theme tune (Vark must like the programme).

The 'added bonus' on this particular version is that it has been littered with various samples taken from the *Alien Breed* game. Although the sounds on the game were pretty good (especially the female computer voice) they hardly match the mood of *Mission Impossible*. After all, I can hardly imagine the old sparkling fuse fizzing across the screen just as a woman's voice comes on and says, "Game Over", or, "Welcome to Intek System", can you?

A quick note to Mr Vark: your sense of humour is pretty good, but musically speaking you need to pick up a bit of subtlety!

AMIGA 35%

Bloodsucker Demo (PD)

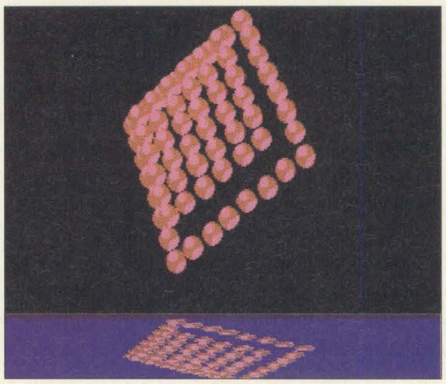
STE only • MD 131 • Merton PD, 10 Grasmere Avenue, London SW19 3DX ☎ 081-542 4386

What is it with these ST demo coders? Why do they have to give their demos such violent names? It must be some deep-seated angst against the rest of the computer world that drives them to it, I suppose. The *Bloodsucker Demo* is the latest output to follow this trend, but the question is: does the demo match up to its powerful name?

The first screen doesn't really appear to have much in the way of power or violence, being a simple tracker screen with a couple of text messages and a set of bars leaping up and down in time with the music. Once you've pressed the space bar to jump to the proper demo, the usual 'animated starfield and logo' screen appears, with a scrolling message detailing the contents of the disk.

A rather nice font at the bottom there. It's just a pity that the rest of the *Bloodsucker Demo* is so derivative

And what are the contents like? Not too original, I'm afraid. The vectorball screen looks like the opening titles to *Afterburner II* (and that had a game tacked on to it), the *Big Scroll* screen has already been featured on another demo (even the message is the same) and the rest are just variations of the sine-wave/bouncy-logo/scrolly-message variety.



Watch those balls rotate! Hold on missus – it's just a vectorball demo. You can sit down again now

So where is the bloodsucker reference? There's nothing on the actual disk, so the reference must be more metaphorical. A leech is a small creature that sucks the life from animals to sustain its own. This demo is similar: it has ripped off a couple of sections from other disks to justify its existence (and I'm not going to accept arguments about releasing a compilation of other people's work; that is no substitute for originality and talent). Try doing something different (he says for the umpteenth time).

ST 31%

Boris Valejo Slideshow (PD)

Amiga • Not Plus compatible • Two Disks • 1644 • 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH ☎ 0924 366982

If you've ever read a fantasy book or played a fantasy role-playing game,

Holy flying french loaves, that's a bit surreal. Must be some animated Magritte

Magritte Demo (Licenceware)

Amiga • L24 • Pollysoft, c/o PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD ☎ 0702 612259

What an unusual idea for a demo! A series of animations based on the work of a surrealist artist. You've probably seen some of Magritte's work before even if you don't know the name – he's the chap who came up with pictures of men in suits and bowler hats with apples in front of their faces. This demo takes the idea a stage further and makes it look even stranger.

It starts off with a few besuited men popping up in front of a row of houses, shortly followed by a rain-shower of similar men. Still with me? Well hold on, it get's even weirder!

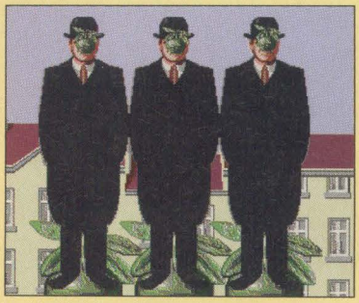
Apples start to appear in front of their faces before the demo moves on to bring up such delights as floating French loaves, butterflies made out of human ears and doorways in trees that open up to a blue, cloud-filled sky.

While all this is going on, a suitably surreal soundtrack is playing in the background, complete with disturbing piano sounds and discordant flute melodies. It's almost enough to make you want to lie down in a dark room for half an hour until you feel better!

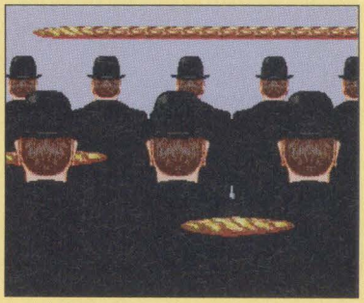
The animation style is a little crude in places, but the overall effect is rather good. Admittedly the pictures look more like *Monty Python* than Magritte when they are animated, but the images combined with the music go together to make a very strange whole. If you like surrealist art, then this is definitely worth a look. If you don't, it is still a very original and intriguing piece of software.

What next? Salvador Dali cartoons? I shudder to think!

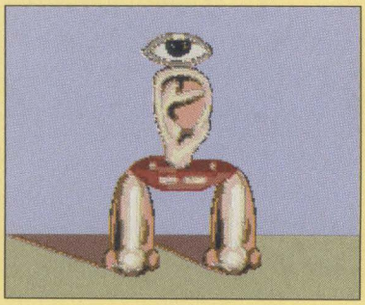
AMIGA 72%



The deep-seated feeling of alienation and lack of identity is obvious in this picture...



...while this one is just a picture of some flying French loaves. It's all getting a bit silly, really



Now hold on! This is just veering wildly towards the realms of the ridiculous!

Ah, that's better! A vision of peace and tranquility away from the pressures of life

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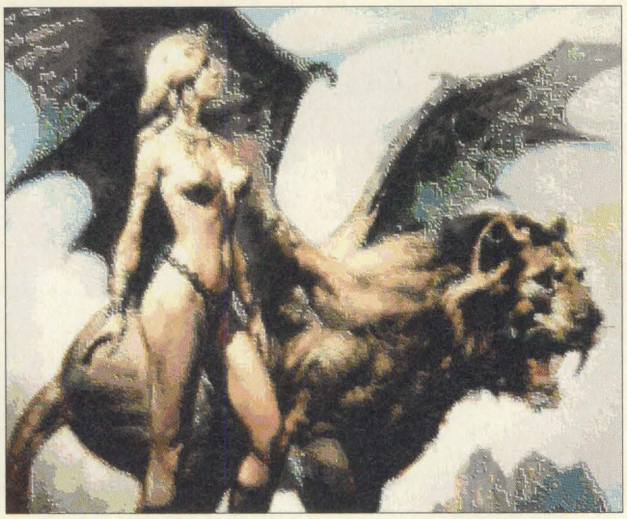
Begone, foul wing-ed demon! Ooer... it's a long way down! Damn that Boris Valejo! Why couldn't he paint something nice, like some flowers? Still, demo writers wouldn't be interested in him then



Ooh crikey! This Valejo chap tends to get a bit risque sometimes! And I thought fantasy stories were supposed to be all about beautiful princesses and nasty dragons! This is more like Page Three meets *Conan the Barbarian*

cont. from p78

then you're bound to have seen some of the kind of artwork drawn by Boris Valejo. He's one of those artists who draws the strange winged serpents, sabre-toothed felines and buxom warrior women, all in a mist-laden view of some mysterious fantasy world.

This disk contains a selection of Boris Valejo's work, with all the usual elements of fantasy art for your delectation. There are castles in misty mountain ranges, deadly-looking beasts held back by chains, scaley, mighty-winged dragons stealing away their (usually human) prey, bronze-skinned Amazons with mighty swords and the muscle-bound, long-haired warriors beating their evil foe with razor-toothed weapons.

Although there have been many fantasy picture slideshows before, it has to be said that Valejo is pretty much the top of the heap as far as fantasy art goes. The digitising quality doesn't quite allow the viewer to see the pictures in all their glory, though, since some of the frames are a little too blurred to be classed as 'top quality'. Some suitably mysterious backing music would have helped to enhance the atmosphere as well.

Compared with the classy art and bright colours of the *Manga* slideshow (reviewed this month) this collection of old fantasy pictures definitely shows its age. It's time for a new style to take over, methinks!

AMIGA 56%

All the Little Flowers are Happy (PD)

Amiga • 381 • Shieldsoft PD, Wilmar Lodge, 13 Churton Road, Rhyl, Clwyd LL18 3NB

Vark makes yet a further appearance in the demos section this month, with another attempt at humour. It's not his own humour this time, though; the demo is based on a sketch taken from a *Young Ones* script.

After loading a simple screen with the title of the demo, a short sample from the flip side of *Living Doll* plays for a while. Once this has faded out, things take a turn for the worse (despite the sample being rather scratchy to begin with). A clue to the contents of the demo is given on the bottom of the screen, where a message points out that the demo was, "created by Vark 1992 using the

Going loopy – short 'n' sweet animations that just don't know when to stop

Jet Anim (PD)

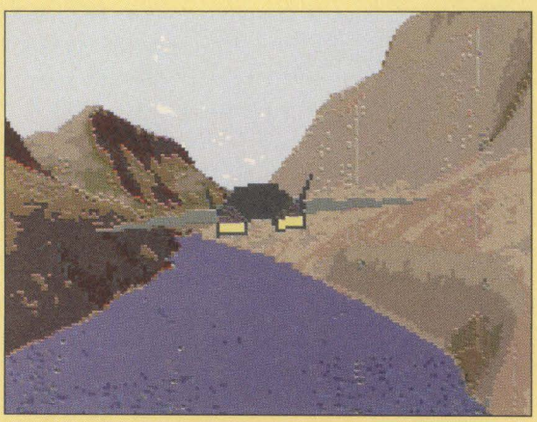
Amiga • 1677 • 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH ☎ 0924 366982

As some of you may know, there are packages available for the Amiga which enable you to create realistic mountain scenery using fractal-based mathematics (the latest issue of *Amiga Format* features just such a program, *Vista*, on its cover disk this month). The latest program to be released for the Amiga, *Scenery Animator*, enables you to create your landscape, then animate it to produce stunning flight sequences. These can then be manipulated to produce some incredible animations.

Dave Taylor has made use of this effect with his *Jet* animation. The clip is a short loop consisting of a high-speed jet fighter whizzing over the river surface at the bottom of a rocky canyon. The loop has been well produced, with the jet flying into the valley (sounds like a cue for a song... on second thoughts, no), whizzing through the nooks and crannies for a while then returning to the wide blue yonder.

The animation is smooth and fast, and the extra dimension of having the superimposed jet adds a little interest to the more usual *Scenery Animator* generated clips (as reviewed last issue). A very nice foray into the animation world, Mr Taylor. How about something with a storyline?

AMIGA 77%



Jet Anim: watch out for those canyon walls! Even though they're only fractals, they could still do damage to a graphic animated jet!

Rockin' Robot (PD)

Amiga • 1675 • 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH ☎ 0924 366982

Not content with releasing one impressive animation this month, Dave Taylor (this time going under the name Ramsoft for some reason – maybe he wants to do for sheep what Jeff Minter has for llamas) returns with another looped animation. For his second offering he has gone for a more traditional look with *Rockin' Robot*.

The clip consists of a bright, colourful and rather cute-looking toy robot with a round... er... base (that's a polite way of saying bum... Damn! What a giveaway). The robot rolls around on his bottom while the Ramsoft logo revolves around him.

As with his *Jet* animation, this one is just a simple loop, but the animation is very polished, with a nice, brightly-coloured picture moving smoothly around as it loops. This kind of thing has been seen before, but Mr Taylor has done a very good job. Once he has a few releases notched up, he may even start producing full ray-traced cartoons. No? Oh well, it's a nice idea...

AMIGA 78%

Rockin' Robot: not so much a rock 'n' roll robot as a rocking and rolling robot. He seems to be happy enough swinging about on his rounded behind, though

It's a Schwartz summer love sensation

At the Beach (PD)

Amiga • 3Mb • 2384 • PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD ☎ 0702 612259

So you've just bought a load of extra memory for your machine. What do you do to justify shelling out for that almighty upgrade? Here's one possible answer – yet another hefty animation from the Amiga animation master himself, Eric Schwartz.

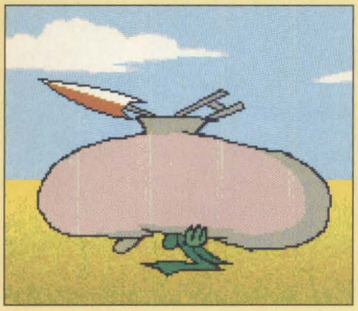
Eric's latest masterpiece is a Flip the Frog story (the little green chap first seen in *The Dating Game*). This time Flip and his friend (ahem) Clarisse the Cat are off for a day at the beach. Poor old Flip is given the task of carrying and setting up all the gear as well as making sure Clarisse doesn't get sunburnt. This isn't too easy when you're a poor little frog with a massive crush on Clarisse, especially when a burly lifeguard (played by newcomer Moondoggie) also has his eye on her!

What follows is a series of *Loony Toons*-style antics, complete with slapstick effects, rapid-fire humour and the good old boggling eyes routine. All sorts of chaos ensues as Flip tries to fend off the overpowering lifeguard.

As ever, Eric shows the class that puts him head and shoulders above most other Amiga animators. The drawings are brilliant, the plot is suitably silly and the action is very funny.

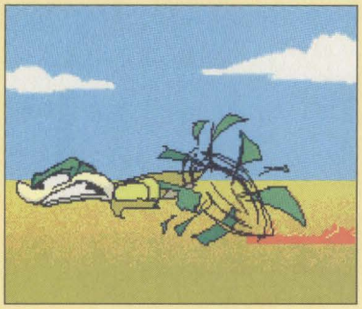
The style is very much in the mould of classic animators such as Tex Avery, with lots of zippy effects and comic expressions. Even the sound is excellent, with good use of stereo effects. Unfortunately, only users with 3Mb of memory will be able to enjoy the clip, but when cartoons this good are available it almost justifies getting your machine upgraded.

AMIGA 91%



Poor old Flip! He's nothing more than an unpaid pack-frog (sorry, bad pun)

While Flip is swimming, this burly chap tries to muscle in on his lady friend (sorry, worse pun)



At the sight of this, Flip hot-foots it to the scene (these puns are getting out of hand)

This classy cartoon gives viewers something to get their teeth into (the P45 is waiting, Maff)

lifelike SAY command". You can guess what's coming next, can't you?

What follows is an entire rendition of the script from the single's flip side using the Amiga's built-in speech synthesiser. Now this wouldn't be too bad if the speech had been programmed carefully enough, but when the entire thing uses monotone voices played at different pitches for the various characters it tends to sound more than a little dull. Even the sound effects have been 'spoken' with the SAY command. At times it's almost impossible to hear what the characters are supposed to be saying!

The demo finishes with another sample from the end of the record, which doesn't rescue the demo from the depths of tedium. An unfunny and badly programmed shambles.

AMIGA 17%

THE YOUNG ONES
Living Doll
"ALL THE LITTLE FLOWERS ARE HAPPY"
'THE AMIGA VERSION'
CREATED BY YARK 1992 USING THE LIFE-LIKE 'SAY' COMMAND

***Little Flowers*: what an interesting set of graphics! Well, to tell the truth, the visuals are a lot better than the sound**

Cycle Anims Slideshow (PD)

Amiga • 322 • Amiganuts United, 169 Dale Valley Road, Hollybrook, Southampton SO1 6QX

This is certainly one of the strangest slideshows to appear for some time. Instead of being the usual collection of digitised heavy metal shorts or badly-drawn pictures of Porsche 911s, this one features some nicely-animated screens for your delectation.

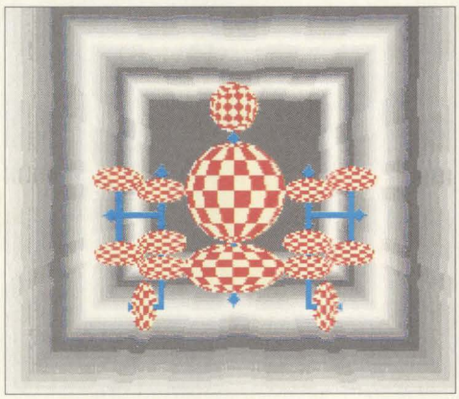
Having said that, it's still different from the other animated demos that appear. Why? Because all the pictures are based on a single-screen picture which has been animated by cycling the colours. This may not sound the most exciting method of animating, but with a bit of time and effort some very impressive effects can be achieved – as this demo brilliantly demonstrates.

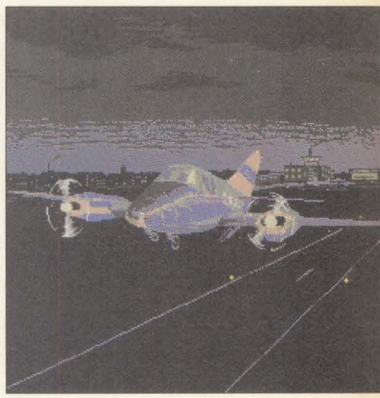
Things start off simply enough, with some rather odd 3D cycling pictures (and I'm not talking about mountain bikes that you have to peer at through cheapo red and green glasses) which look very much like the opening titles to a mid 70s series of *Doctor Who* when it looked like you were travelling down a time tunnel.

However, later in the demo some more ambitious pictures appear. These include a jeep driving down a street (complete with turning wheels), an Escher-style perpetual waterfall, a plane taking off (with its undercarriage being lifted) and a rather impressive clip of clouds floating past a glass tower-block (with reflections fromthe office windows giving the whole image a very atmospheric touch).

This disk takes a refreshing side step (if a step in any direction can be refreshing, that is) from the normal animation and slideshow demos, using a technique which is often overlooked. Maybe we'll start to see a few more of these natty little animations soon.

AMIGA 82%





Believe it or not, these lovely pictures also move using simple colour cycling effects. The feeling of movement achieved in the pictures is extremely impressive for such a simple technique

Pompey Pirates Demo Disk (PD)

ST • MD 149 • Merton PD, 10 Grasmere Avenue, London SW19 3DX ☎ 081-542 4386

A two-pronged attack on your boredom threshold is to be found on this disk, since it contains not one, but two small, uninspiring demos.

The first is a conversion of a Lost Boys demo... well, a sort of conversion anyway. It's basically just a collection of 3D vector shapes from another demo animated over a new background. The animation is quite smooth, but the rest of the clip is a little tedious, to say the least.

The second section of the disk is taken up with music from various

cont. on p82

***Pompey*: a pretty dull backdrop, some geometric shapes, a scrolly message and some mindnumbingly average music. Not really the stuff blindingly good demos are made of, is it?**

cont. from p81

sources. (Actually the programmers of *Pompey Pirates* call it, 'muzak'; as this is usually a term reserved for describing the type of mindnumbingly dull trash they play in supermarkets and hotel foyers it seems odd that he wants to call it this.) By pressing the letter keys, you can call up various sets of tunes, and you use the cursor keys to select tunes from within those sections.

A few of the tunes are alright, being rehashed versions of pop hits (maaaan). However, the majority of the tunes fit the term muzak surprisingly well, simply being music tracks ripped from various ST games. (Surely if someone has a game and likes the music they can listen to it as they play?) There was much hilarity around the *Public Domain* office when the warbly rendition of the *Star Wars* theme began to play, I can tell you! Outside the programs they come from, a lot of these tracks simply do not stand up; even your local Argos would probably reject them.

This demo disk could have been quite enjoyable with a little more effort. After all, a massive collection of tunes and some nice animation is always worth a look. However, *Pompey Pirates* lacks the classy edge that many other PD demos have to offer, even down to the fact that you need to load them in via the desktop. Ah well, maybe next time...

ST **51%**

A L I E N
Presents...
The
POMPEY PIRATES
Mega muzak demo!
Press keys A to Z for different muzaks and then use cursors up and down to change tracks within each muzak...
SOUNDCHIP MUZAK...

A massive collection of tunes is all very well, but they have to be impressive bits of music to be interesting. Unfortunately, these are fairly dull! What you might expect to hear at the local Tescos

The best of the rest • The best of the rest

Demos at their best can stretch your machine to the limits both in terms of graphics and sound. And that's just what this lot, culled from our first five issues, managed to do. Get 'em!

ST

❶ A Little Music Demo — **Issue 1** — **92%**
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0463 225736
A collection of eight excellent *Soundtracker* tunes covering a wide variety of styles.

❷ Ooh Crickey, What A Scorcher — **Issue 2** — **90%**
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0463 225736
An impressive demo from the Lost Boys that combines humour, decent music and a selection section requiring you to fly a spaceship through a 3D landscape.

❸ The Run — **Issue 1** — **84%**
MPH, 10 Chandlers Court, Eaton, Norwich, Norfolk
A superb piece of 3D ray-traced animation from the master, Tobias Richter. A high speed car chase along some American freeways with great attention to detail.

❹ Transbeauce Demo II — **Issue 2** — **81%**
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0463 225736
An entertaining selection, of which the *Art of Code* demo is the standout – excellent music accompanied by an animation of a band thrashing away at their instruments.

***Transbeauce Demo II*: who says sequels are always inferior?**

❺ Mr Benn Demo — **Issue 1** — **80%**
Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT
Relive those childhood memories. The theme music plays, accompanied by a series of quality digitised images. Includes a *Rocky and Bullwinkle* demo as a bonus.

❻ TWM Module Disk 11 — **Issue 2** — **79%**
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0463 225736
Combining clear sound with powerful tunes, this is well worth checking out.

❼ Hardcore Dancefloor — **Issue 4** — **78%**
State 808 PD, 3a Old Lanark Road, Carluke, Scotland ML8 4HW
A collection of tunes put together using samples from techno tracks such as *Quadrophenia, Charly* and *Night in Motion*.

❽ Things Not To Do — **Issue 1** — **78%**
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0463 225736
Strange animated clips of some karate fighter. Quite funny in a crude way!

❾ ULM New Year Demo — **Issue 2** — **78%**
Rust PDL, 361 Ordanance Road, Enfield, Middlesex ☎ 0992 717828
Mainly pretty dodgy collection with one major saving grace. The *Zoolook* demo, based on the Jean Michel Jarre track is really rather good.

❿ Year After Demo — **Issue 3** — **75%**
Caledonia PDL, 250 Oldtown Road, Hilton, Inverness ☎ 0463 225736
A megademo which uses a nice spoof on the Amiga Workbench as a file selector. Generally unremarkable, but some of the techniques and 3D effects are impressive.

AMIGA

❶ Odyssey — **Issue 4** — **95%**
NBS, 1 Chain Lane, Newport, Isle of Wight PO30 5QA ☎ 0983 529594
Five-disk epic of galaxy-spanning action with a variety of animation styles and music, all pretty impressively done. The dogfight is stunning.

❷ Robin Reliant Turbo Challenge — **Issue 4** — **95%**
4th Dimension, 94 Breedon Street, Long Eaton, Nottingham NG10 4FE
A witty little piece of animation which reproduces the attract screen from the top-selling game *Turbo Challenge II*, replacing the Lotus with a Robin Reliant.

❸ Anti Lemmin' Demo — **Issue 1** — **93%**
17 Bit Software, 2/8 Market St, Wakefield WF1 1DH ☎ 0924 366982
Superlative animation from Amiga demo maestro extraordinaire Eric Schwartz. Watch the furry little vermin from the famous game indulge in Rambo-style action.

❹ Manic Raves — **Issue 1** — **93%**
17 Bit Software, 2/8 Market St, Wakefield WF1 1DH ☎ 0924 366982
Eight songs on two disks that are so darned good they'd sell by the truck load if they were sold on 12-inch record and played endlessly at your local rave.

❺ Gulf War Conflict — **Issue 3** — **91%**
PD Soft, 1 Bryant Avenue, Southend-On-Sea, Essex SS1 2YD
Another masterpiece from Eric Schwartz. The subject matter might be past the sell-by date, but the humour, animation and caricature of Saddam are great.

❻ Wildfire Megademo — **Issue 3** — **91%**
PD Soft, 1 Bryant Avenue, Southend-On-Sea, Essex SS1 2YD
Packed with some really powerful, pounding music and acieeed-style graphics, this demo is a real winner from the Wildfire coding team. Turn up loud.

❼ Time Flies — **Issue 2** — **91%**
Amiganuts, 169 Dale Valley Road, Hollybrook, Southampton
Superb piece of 3D ray-tracing as a clock flies at high speed around a room.

❽ Hardwired — **Issue 4** — **90%**
NBS, 1 Chain Lane, Newport, Isle of Wight PO30 5QA ☎ 0983 529594
Two-disk compilation containing a progressive series of sections unveiling new and wonderful techniques – space battles, vector demos, scrolls, they're all here.

❾ Mars Flight — **Issue 1** — **90%**
17 Bit Software, 2/8 Market St, Wakefield WF1 1DH ☎ 0924 366982
Excellent 3D animation of a spaceship landing at a Martian city spaceport.

Fasten your seatbelts, we're coming in for landing... on Mars

❿ ATF Agility — **Issue 2** — **90%**
NBS, 132 Gunville Road, Newport, Isle of Wight PO30 5LH ☎ 0983 529594
More Schwartz magic, this time from the *Aerotoon* series. A young jet tries to get the better of a more experienced old fighter.

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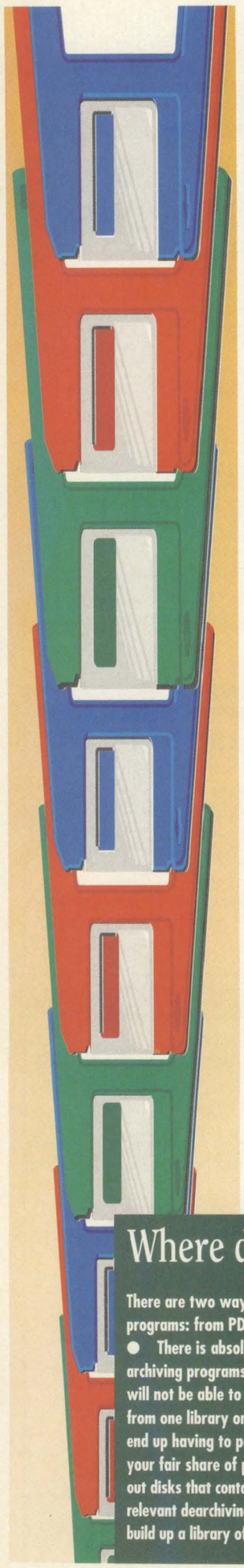


The big squeeze

What the hell is the point of squishing a file down to half its normal size so that you can't even run it? Yet that's exactly what archiving does, and it's essential to the distribution of PD and shareware. How? Jason Saunders opens the vaults...

They're everywhere. If you regularly dabble in the public domain you can't escape them. You can never predict when they might suddenly pop up to transform the process of getting a program up and running from a simple click or command into a multi-operation nightmare. All fledgling computer users have been through the harrowing experience: you order a program from a library or download one from a bulletin board (BBS), expecting to be able to run it with a simple command or the click of the mouse button, but you can't. All you see on-screen is a load of strangely-named files that you can't seem to get to do anything.

These are archived files that have been compressed, and to get them to do anything you have to decompress them. It may seem like a conspiracy by experienced programmers to stop novices from using their best programs, but there are logical reasons behind it all.

First, it enables libraries and other PD sources to cram as much software on to a disk as possible. Because archiving programs can reduce them to nearly half its original size, you can fit twice as many programs on a disk. Which is better for you, because the £2 or so you sent paid for the physical disk, the copying, the postage and other overheads. The actual programs are free (and that includes shareware when you first purchase it – you only decide later whether to pay the registration). So if a library can place twice as many programs on a disk for the same price, you're not going to complain, are you?

The second reason for archiving is for those people who regularly use bulletin boards. When you copy a file from a board, the time it takes to copy that file is directly related its size. Time is money when you use a BBS, and the less time you spend on-line the less money you have to pay on your phone bill (money-minded comms users should check out the feature on page 54 for more comms money-saving measures).

"Because archiving can reduce programs to half their original size you can fit twice as many of them on a disk."

How do they work?

While the mechanics of archiving may seem complex, the theory behind it all is simple. Remember when London Bridge was moved to Colorado? They didn't just pull it up from its foundations, put it on a ship and sail it across the Atlantic. No, they took the entire bridge apart, numbering every brick and made a complex plan of how they all fitted together. And once the bridge was dismantled, it took up far less room and was easier to transport.

Archiving programs work in exactly the same way. All they do is examine how the program is made up, shrink everything it can and then construct a plan of how it is to be put back together again.

What can be archived?

Think of any program that takes up disk space and it's more than likely that you'll be able to archive it.

The great thing about making archives is the fact you don't have to make separate archives for each and every component of a program. Most programs consist of a variety of files – executable files, data files, document files and text files, among others – and using an archiving program can turn all these into a single, smaller file. When you restore archived files – or dearchive them – each of the files will return to its original form and size.

Another technique commonly used in archiving is that of compressing directories or folders. Let's say you have a program that is stored in five directories, and you want to archive them. There are two ways in which you could go about this.

First, you could create an archive for each directory so that you end up with five archived files. This isn't the best way to preform this task, because when it comes to restoring the program, you would have to create the five directories, and restore each file in turn in the appropriate directory. If you haven't taken detailed notes on what archive belongs where (or, more likely, you have but you've lost the notes) you will find that it is next to impossible to recreate the program.

The more productive option is to create an archive with its directories and folders contained in their original structure. Most archivers enable you to do this by archiving the entire program and all of its subdirectories. Not only does this create a single archived file, but when it comes to restoring the program, then your

Where do you get hold of archiving programs?

There are two ways of getting hold of archiving programs: from PD and shareware libraries and BBSs.

● There is absolutely no need to send away for specific archiving programs. It's all too often the case that you will not be able to get all the archive programs you need from one library or on the same disk. This means that you end up having to pay for several disks and more than your fair share of postage. Most libraries when they send out disks that contain archived files also include the relevant dearchiving programs on the disks. This way you build up a library of archiving utilities without even trying.

● The other option is to download them from a BBS. Not only do most BBSs carry all the archive programs you'll need to restore the files they carry, but they generally have the most up-to-date version. There's always the added advantage that the System Operator (Sysop) can give you advice on how to archive and restore files if you do have any problems.

The most important thing to remember when you get an archiver is that most of these programs are shareware. So if you intend to use one regularly you will probably have to pay a registration fee of around £30 to £40.

dearchiving utility will set up all the appropriate directories or folders for you.

What archiver?

Unfortunately, there isn't one definitive archive program for any computer. In fact there is a bewildering choice of the things. But it would be fair to say that these are the most commonly-used programs for each computer type:

- **Amiga** *LHArc* (which both archives and dearchives files)
- **PC** *PKZip* (which archives files) *PKUnzip* (dearchives files) *PKFix* (repairs corrupted ZIP archived files)
- **ST** *LHArc* (as with the Amiga)

There is a simple rule with archives: if you want to restore one, you need to look at the file's extension and have the correct archiving program. The extension of a program is the three letters that come after the full stop in the filename. For example, *LHArc* archives have the extension LZH and *PKZip* archived files have the extension ZIP.

Further advantages?

There is one very attractive thing about archives for a certain breed of computer user – those who own a hard drive.

Sooner or later you'll run into a message from your hard drive saying that it's full. At this point you have one of two options: You could delete programs from your hard drive to free up some extra space, but this always results in making the sometimes difficult decision of what programs to get rid of. And what happens when you can't do without any of them?

The other option is to archive the programs you don't use as frequently as you might. Doing this means that you still retain all the programs you need (even the files you have created with them) and still free up that valuable disk space.

PC ARCHIVING

The most common program used on the PC to archive files is PKWare's *PKZip* with *LHArc* running a close second. *LHArc* has two advantages over *PKZip* as it can reduce programs to a smaller size and it can create self-extracting archives.

PKZip

Zipping a directory

The simplest way of archiving a collection of files with this program is to place all the files in an empty directory. So create a directory by typing:

```
md \archives
```

Then copy all the files you want to archive into this directory by typing:

```
copy [pathname][filename]
\archives
```

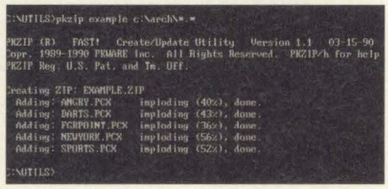
where [pathname] is the location of the required file and [filename] is its name. Change to the directory that holds *PKZip* (the file is called PKZIP.EXE) and type:

```
pkzip [arcname] \archives\*.*
```

You will now be the proud owner of an archive file with the extension ZIP.

Restoring a ZIP file

To restore a file to its full size, you need to use the *PKUnZip* program. Simply change to the directory that holds


C:\UTILS>pkzip example c:\arch*.*
PKZIP (R) FAST! Create/Update Utility Version 1.1 03-15-90
Copr. 1989-1990 PKWARE Inc. All Rights Reserved. PKZIP/h for help
PKZIP Reg. U.S. Pat. and Tm. Off.
Creating ZIP: EXAMPLE.ZIP
Adding: ANGRY.PCX imploding (40%), done.
Adding: DARTS.PCX imploding (43%), done.
Adding: FGRPOINT.PCX imploding (36%), done.
Adding: NEWYORK.PCX imploding (56%), done.
Adding: SPORTS.PCX imploding (52%), done.
C:\UTILS>

The most popular archiving program for the PC is *PKZip*. Unfortunately it is prehistoric because it can't produce self-extracting archives

PKUnzip (called PKUNZIP.EXE) and type:

```
pkunzip [arcpath][arcname]
[fullpath]
```

Where [arcpath] is the directory of where the archived file is located, [arcname] is the name of the file you want to restore and [fullpath] is where you want the fully restored and operable file to live.

LHArc

Archiving a directory

Again, copy all of the files you want to archive to an empty directory (we'll assume that it's called ARC this time) and change to the directory that contains *LHArc* (LHA.EXE). At this point, type:

```
lha -a example \arc\*.*
```

You will then have created an archive called EXAMPLE.LZH. To turn this file into self extracting archive, type:

```
lha -s example
```

This will create a file called EXAMPLE.EXE that can be restored by typing:

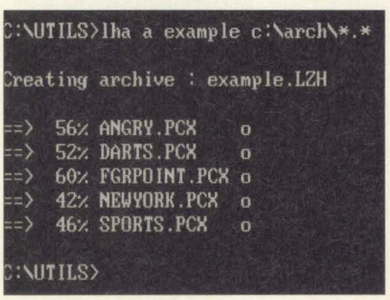
```
example
```

Restoring an LHArc file

Luckily, this process is much simpler. Change to the directory that contains the file LHA.EXE and type:

```
lha -x [arcpath][arcname]
[fullpath]
```

where [arcpath] is where the archive file is located, [arcname] is the name of the file you want to restore and [fullpath] is where you want the fully restored and operable file to live.



Not only does *LHArc* on the PC archive files to a smaller file size than *PKZip*, it also has the ability to create self-extracting archives

Self-extracting archives

If you decide that you are going to create an archive to give to someone, you can save them a hell of a lot of trouble when it comes to restoring it by creating a self-extracting archive. Self-extracting archives differ in one major way from standard archives – they are executable.

Rather than having to possess the archiving program and the archive file to restore them, all you have to do is to run them as you would any normal program. After doing this, a self-extracting file will automatically restore itself to its full size. It's all so simple

You might wonder, "Why have anything other than self-extracting archives?". There is a simple answer: the first archiving programs available did not have this function and, as they were the first, they have become more established. Because people have now become used to this limitation, they haven't tried to update the older archivers. This situation will only change if more software writers who place their work in the public domain make sure the programs are archived using the self-extracting method.

Jargon Busters ● Jargon Busters ● Jargon Busters

ARCHIVED FILE: A file that contains a number of files and directories that have been reduced in size and made into a single file

ARCHIVING PROGRAMS: Utilities that enable you to archive files by taking the information from full-sized programs and compressing them into a more transportable form

CLI: Command Line Interface. This where a program is activated and controlled by typing commands through the keyboard, rather than by using pull-down menus, windows and mice

COMPRESSED FILES: Files that are expanded into the computer's memory so that the code does not take up too much disk space

FILE EXTENSION: The three letters that follow the full stop in a program name. The extension of the file TEST.LZH is LZH

MELTING: An operation an archiving program carries out on an archived file to restore it to its original size

EXPLODING: Similar to melting, although the file was reduced by a greater margin when archived

FREEZING: Locking the file while the archiving program is shrinking the code. This ensures the code will be not have be corrupted when the program is restored

SELF-EXTRACTING ARCHIVES: An archived file that decompresses itself when you activate it. You don't need to use an archiving utility to perform the operation

SYNTAX: The order that commands have to be entered into the command line interface to carry out functions correctly. An incorrect syntax will result in an error message being displayed

cont. on p86

Compacted programs

If you have a copy of Apogee's *Secret Agent* or *Crystal Caves*, you may well have seen the message, 'decompressing graphics files' displayed on-screen. These files have not been archived but have been subjected to another form of compression, known as compaction. What the compaction process has done is compressed these program's graphic files on the disk. They automatically expand into your computer's memory when the programs are first run. By doing this, you can have a fully functional program that does not take up as much disk space as it would otherwise do.

cont. from p85

AMIGA ARCHIVING

By far the most common archiving standards for the Amiga are *LHArc* (of which LZ, the program mentioned here, is the fastest and most powerful version) and *Zip*. While most of these are run from the Command Line Interface (CLI), some go a step further and make use of the Graphical User Interface (GUI) which, if you're the sort that shudders at the thought of a command line, can make archiving and dearchiving much to achieve.

Using LZ

Archiving files

Before even contemplating archiving or restoring a file on the Amiga, you must ensure that you have inserted the disk with the LHA (or LZH) files into one of your drives. Should you only have the one drive, then you must first copy the LHA files onto the disk to be archived or restored.

To archive files with *LZ* you have to type in the details to as follows:

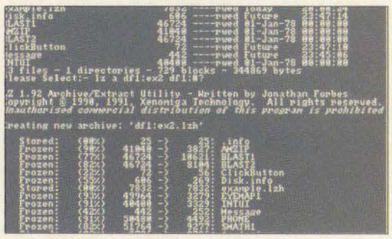
```
lz a [dfx:][arcname]
[dfy:][filename]
```

where [dfx:] is the drive where you want to save the archive and [arcname] is the name you want call the archive. [dfy:] is the name of the drive where the file to be archived is stored and [filename] is its name. If you only have one drive then [dfx:] and [dfy:] will be the same drive (ie, DF0:) and you will save the archived file on the same disk as the original file (which you can then delete).

As with other archivers, you are not limited to archiving the one file. If you wanted to archive three files called TEST1 TEST2 and TEST3 into a single archived file called example, you would type:

```
lz a example test1 test2 test3
```

and you would end up with an archived file called EXAMPLE.LZH.



Using *LZ* on the Amiga means that there is little use for your mouse. So it's time to get your typing skills in order and master the command line

Restoring files

Thankfully, the procedure of restoring files to rightful size is a lot easier. All you have to do is ensure the LHA files are on the same disk as those to be restored and type:

```
lz x [arcname]
```

where [arcname] is the name of the archived file to be restored. You could add [dfx:] after this if you wanted to restore the archived files to a different disk.

PKAmigaZip

As with the PC, there is an Amiga version of *PKZip*, but unlike the PC program, the Amiga version is much simpler to use as it has a Graphical User Interface (GUI).

Creating a Zipped file

To create an archive, simply insert the disk with *PKAmigaZip* (the filename is actually PKAZIP) into your drive and run it by typing:

```
pkazip
```

A well-presented screen pops up which features loads of options that you can operate simply by clicking on the correct buttons with the mouse pointer. Go to the SRC (source) gadget and select the device and directory in which the files that you want to archive can be found. Then click on DEST (destination) to arrange where you want the resulting archived file to be saved.

***PKAmigaZip* is one of the few archiving programs that makes use of a Graphical User Interface**

Click on each of the files you want to be included in the archive and then click on ZIP at the bottom of the screen. At this point you will be asked what you want to call the archive. Type in the name and before too long the archived file will be saved to your destination.

Restoring a Zipped file

Restoring an archived ZIP file is an even simpler matter. Run *PKAmigaZip* and select the SRC and DEST as detailed above. Then click on the ZIP file you want to restore and then click on the UNZIP gadget. It's as easy as that – the archived files will now be restored.

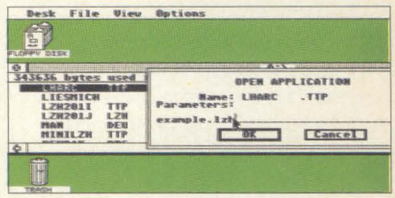
ST ARCHIVING

The most predominant archiving tool for the ST is *LHArc*. This is largely because it's the most efficient and, because most libraries and BBSs have adopted it, it's also now the most widespread.

LHArc

Archiving files

Using *LHArc* on the ST means that you have to use both the mouse and the keyboard. First select the drive that holds the disk with the *LHArc* files. Then double-click on the LHA.TTP file so that a command line box appears. You have to do this for both archiving and restoring files.



First mouse, then keyboard. The ST version of *LHArc* can't seem to make up its mind. At least there's less to type when it comes to restoring files

The easiest way of archiving files on an ST is to ensure that you place all of the files to be archived onto the one disk. At this point copy the LHA.TTP file on to this disk and activate the command line box as described above. At the command line, simply type:

```
a [arcname] *.*
```

where [arcname] is the name you want call the archived file. If you're lucky enough to own two disk drives, ensure that you have the LHA.TTP file on one disk and the files to be archived on another. Prefix the filenames that you want to archive with the respective drive names.

Restoring files

Once you have activated the command line box (as above) you can restore archived files simply by typing the name of the archived file you want to install. You lucky ST owners don't even have to mess about by shoving the 'x' in from of the file name. PD

The lowdown

Archiving is essential part of the public domain because it enables programs to be distributed more easily, and cheaply than if files are left in their normal decompressed state. Smaller file sizes mean you can fit more programs on a disk and download them more quickly form a bulletin board. So if you are put off by all that mucking around with command lines and the like when all you want to do is play a game, don't panic. Learning the simple steps to dearchive a file will take no time at all and the effort is well worthwhile.

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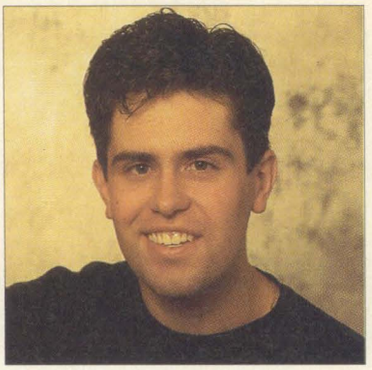

There's an occult theme this month with versions of Tarot, I-Ching, Ouija and astrology all featured. But for those who don't dare dabble with the dark arts Dave Golder also reviews programs for knitters and genealogists...

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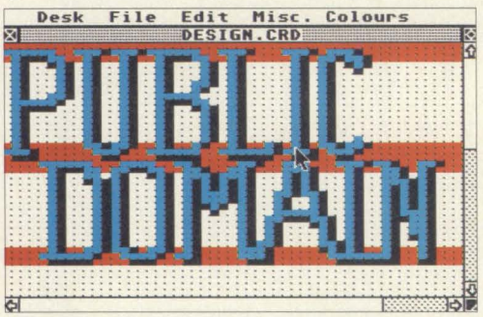
Puncher (PD)

ST • 512K • Disk 1792 • South West Software Library , PO Box 562, Wimbourne, Dorset BH21 2YD

You know what it's like when your fabourite aunt gets a knitting machine for the first time. Suddenly you're expected to wear jumpers that even Noel Edmonds would run a mile from. But if what you really want is a nice Iron Maiden pullover, *Puncher* is the program to purchase. With *Puncher* you can either design your own patterns on a simple-to-use grid, or import any *Neochrome* or *Degas*-compatible picture, and the program will output knitting machine-compatible hard copy from your printer.

The program provides a grid of up to 220 stitches by 20 rows though your design can be any size up to this that you want. It is best to predefine the size before you start, especially if you are importing a picture, as it will automatically fill the grid available and cannot be enlarged or reduced afterwards. The on-screen grid is only about 40 rows by 50 stitches, however, which means that if your design is any larger you have to scroll around the picture which can be a pain.



Want to knit yourself a Public Domain jumper? Then here's the pattern for your knitting machine, courtesy of *Puncher*

If you are designing your own pattern, the grid works rather like a child's paint package. You choose the colour you want and fill in the relevant stitch (represented as a square on the grid) by clicking on the mouse button; you hold and drag to draw a line. You can use any colour the ST has to offer thanks to some RGB (Red, Green, Blue) sliders, but each design can only have up to 16 different colours – you set up the palette before you begin. There is a handy appendix in the documentation that tells you where to set each slider to achieve the colours to match your wool.

It sounds easy, but it can be tricky, and you often find yourself with incorrectly filled-in stitches all over the place that you have to erase individually. Smooth lines are also next to impossible to achieve but that has more to do with the nature of knitting than the program.

Importing pictures is the easy option, but you are limited to the size of the pictures you can import. Simply go to the File menu and highlight Import Image. A file requester window pops up and you indicate where the picture file you want to import is hiding, select it, then click on OK. The picture then fills the screen with a

Travel through the mysterious world of numbers and letters – whether by bike,

Counting and Reading Programs (PD)

ST • 512K • Disk EDU43C • Floppyshop 45 Provst Graham Avenue, Hazelhead, Aberdeen AB1 8HB ☎ 0224 312756

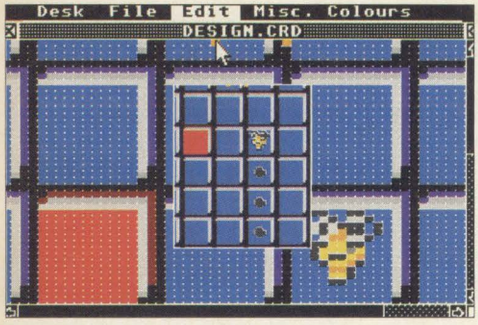
When it comes to well-presented, good-looking educational software that really is PD, you can't beat the ST. Oh, there's some fine stuff on the Amiga, but most of it's licenceware, and if you don't want to pay a registration fee, the best you can expect on the PC are a few dodgy and very simplistic games. If you want the free stuff, the ST is the machine to have.

Floppyshop's *Counting and Reading* compilation is a good example of the type of educational software you can get for the Atari machine. Aimed at three to six-year olds, all the games appear to have been written by the same author, although it's hard to be certain because there are only doc files for two of them and these are fairly succinct. There is one major drawback, though – of the four games, only three work. Read will load, no problem, but try and get the mouse to work and tough luck. One the drawbacks of free software is that it's not always 100 per cent reliable. Still, no matter, because Read looked like the dullest of the bunch anyway, and the other three games are all pretty good.

In *Counting* you have to count how many objects are on the screen and if you're right the cyclist moves forward. What a sense of achievement!

- *Counting* is a fairly straightforward program where the child has to work out how many objects there are on the screen. The answer is entered by clicking with the mouse on an on-screen numeric keypad. If they answer correctly a cyclist at the bottom of the screen peddles along a few centimetres; a wrong answer makes him go back the way he came.

The objects to be counted, which include dodos, wizards, trains and dragons, are all colourful, and should appeal to small children. It's a shame that there's no message of congratulations when the cyclist reaches the opposite side of the screen, and the program doesn't keep track of how many questions are



***Puncher*: you can get an overall view of your pattern but you can only ever work on a small section at a time**

moveable box superimposed on it. This box is the largest area you can import on to the pattern grid. Select the area you want and it's fed into the grid, *Puncher* automatically making sure that only one colour fills each square.

There are a number of other useful features including the ability to flip the pattern to create a mirror image, and Pattern Repeat which enables you to design a small pattern then repeat it a number of times at set intervals across the grid. You can also change the ratio of the grid so that each stitch doesn't have to be a square – apparently this is useful for setting your pattern to the requirements of your knitting machine, but it does involve a fearsome-looking mathematical equation.

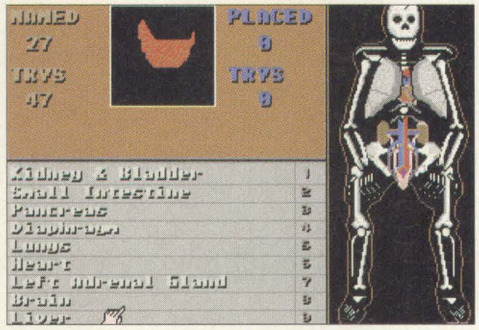
The program will print out to any Epson compatible printer. Larger patterns take up more than one A4 sheet, which requires some creative use of sticky tape to piece the various sheets together. It only prints out in black or white, but each colour is given a different pattern so that you can see what colour each stitch should be. Every printout is accompanied by a key that not only tells you which pattern is what colour, but also how many stitches of each colour is used in the pattern so you can calculate how much wool you need.

Puncher is a very comprehensive program, which only suffers from the limits it places on the size of the pictures you can import. It also has a tendency to crash when you try to import some images. But when it works, you could end up with a home-made jumper that you wouldn't mind being seen dead in.

ST **75%**

Bodyshop (PD)

ST • 512K • Disk EDU32 • ST Club 9, Sutton Place, 49 Stoney Street, Nottingham NG1 1LX ☎ 0602 410241



***Bodyshop*: what's that? Is it my brain? I don't think so somehow. But even if I get the name right, where do I put it?**

Ever wondered what your insides look like? Want to know where your thyroid gland is? Or your patella? Well, you could go to work with a scalpel, a mirror and priest standing by at the ready, or alternatively you could get yourself a copy of *Bodyshop*.

Basically, all the game entrails... sorry, entails, is naming and positioning bones and organs. There is a tutorial level which starts with an empty outline of a human. You click the mouse button and a bone appears somewhere in the body and the program informs you of its common or medical name (though it doesn't differentiate between tibia and fibula or the radius and ulna). Once all the bones are in place the same thing happens with the organs.

Once you think you know what and where everything is you can start to play the game properly. There are two levels. In the first you are shown a bone or an organ and have to identify it by clicking on a choice of names. Get it right and it appears on the empty outline. This carries on until you've named everything. In the harder level you have to place the bones as well. The program is fairly generous, so you don't need to be spot on, just in the vicinity of where the part is supposed to go (though how you are supposed to tell the difference between the right patella and the left one is beyond me).

The program keeps track of how many guesses you make to add a bit of a competitive edge. The graphics are bold, bright and clear and the program is well presented, though the human outline is so hunched it looks more like a gorilla. Sound is a bit sparse which is a shame; some nice rattley effects would have been good. And while the lack of variation in the gameplay can become a bit tedious after a while, *Bodyshop* beats singing *Dry Bones* anyday.

ST **76%**

Meal Master (Shareware)

PC • 512K • Registration: $35 • SMS Shareware, 19 Corshalton Road, Camberley, Surrey GU15 4AQ ☎ 0246 681864

I've seen the future of recipe books, and its name is *Meal Master*. The old paper varieties are all very well, but they're so limited – you're stuck with the recipes they cover. And if you want some new ones you either have to buy another book or rip them out of magazines and stick them in the back with sellotape which can quickly become messy. You could keep a ring-bound folder, but that's a bit of a drag too, still entailing lots of scissor work.

Meal Master is the ultimately expandable recipe book, bound only by your system's memory, and it has lots of other advantages to offer as well. The program comes with a range of 25 recipes covering everything from snacks to main courses and sweets. But if they don't appeal, don't worry. You can easily enter your own or, even better, download some of the *Meal Master*-compatible recipes that are floating around the bulletin boards.

cont. on p90

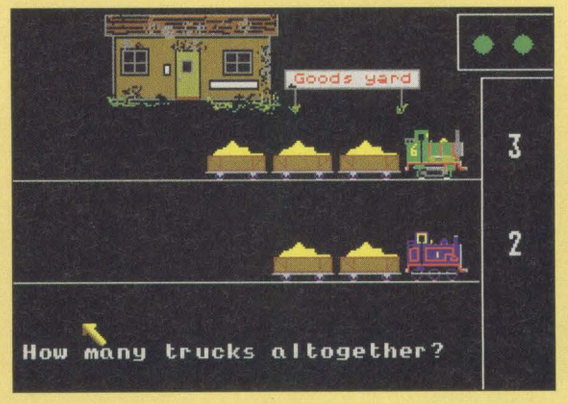
by train or by interstellar spaceship, for youngsters it'll be a voyage of discovery

answered correctly, which means that you can't tell if your child's performance is improving (or otherwise), but it should keep small children usefully occupied for a good few hours.

● *Flashcards* is a spelling game. Again you have to get a vehicle from one side of the screen to the other but this time you've entered the space age and it's an interstellar rocket that's under your command.

The game starts with two cards face down at the bottom of the screen. One turns over to reveal a three, four or five- letter word. This stays face-up for a few seconds then flips back over; simultaneously the other card turns to show a blank side. The child now has to type in the word they have just seen. If they spell the word correctly the spaceship blasts along the screen a bit; if they get it wrong then the ship remains in the same place.

This time there is a little extra sequence showing the rocket landing on an alien planet when it reaches the edge of the screen, rounding the game off nicely. The only problem is that the word can actually be typed in before the first card has turned over, so it might be better played with some parental guidance to avoid the sort of cheating that makes the game worthless.

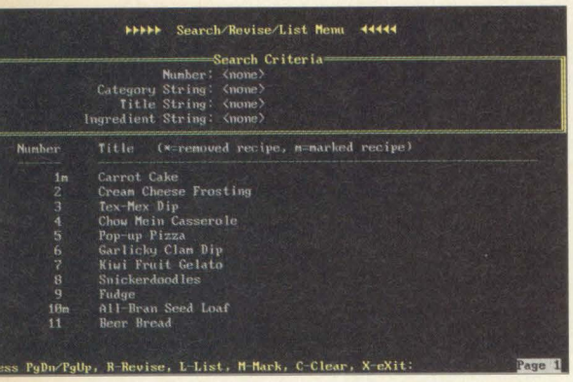


In *Trains* matters become a bit more complicated as you have to add things up. The numbers are in columns to make them look more like sums

● *Trains* is a game for when the kids start to work out when you short change them with their pocket money. It's a fun introduction to simple addition that uses trains, trucks and carriages to kid the nippers into thinking that maths can be fun. There are four levels, ranging from counting up to four to addition up to ten.

The trains are based on the *Little Engines* from the famous books by the Rev R W Audrey which should make the games more appealing to any kids famliar with the stories. Indeed, the quality of the graphics throughout is very good, with some very bright detailed backgrounds and landscapes. The method of entering the answers changes from via the keyboard to via the mouse depending on the game which can be irritating. But this is a minor quibble, and the disk is worth getting for this selection of games alone.

ST **77%**



If you don't like the recipes supplied in *Meal Master* don't worry because there are loads more on BBSs you can import

cont. from p89

According to the author there are hundreds of them, and our comms expert Tim reliably informs me that he has come across them on occasions. I don't know whether there are PD disks of recipes available, but it seems the next logical development.

Importing ready-written recipes is as easy as selecting the Import option from the main menu and instructing the program of the name and location of the desired recipe. Writing your own is a bit more tricky. Each recipe can have up to 100 lines, including ingredients. Entering ingredients is very tricky, involving a lot of clicking and selecting measurements. Writing the actual cooking method is a lot easier, using a primitive but fairly friendly text editor (it has automatic word-wrap which is very handy).

When you are looking for a recipe you can choose to have them listed alphabetically, numerically or via category (each recipe is assigned a category and number when its details are being entered). Then you just type in the number of the one you want and press enter to view it. You can also print recipes or mark them. Marking them enables you to create a shopping list; all the ingredients from marked recipes are collated and can be printed out.

It is very similar to *Compu-Chef* (reviewed in issue three) but loses out because it is not quite as friendly and not as appealingly presented. The major advantage is the availability of compatible menus – but at the moment that is limited to people with modems. Still, if the program really takes off, hopefully we might see recipe compilation disks in libraries.

ST 80%

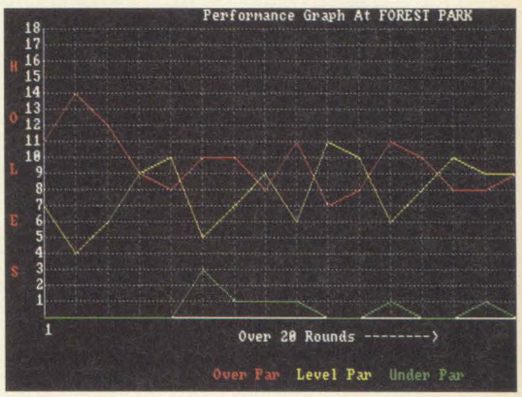
Golf Score Analyser 1.82

(Shareware)

Amiga • 1Mb • Registration: discretionary • Disk U298 • NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA ☎ 0983 529594

Sometimes you don't what you've got until it's gone. But the reverse is also true. You don't know what you haven't got until you get it. In issue three I reviewed *Golf Score Analyser* and gave it a thumbs up; it seemed pretty comprehensive to me, though the printing was a bit wonky.

But the program's author, Ross Cleary, was horrified, and rang me up to tell me that a new a much-improved version was available. "How much improved could it be?" I wondered, but



Fore! Performance graphs are just one of the enhancements to *Golf Score Analyser 1.82*, now a much more comprehensive program

Hanging around: are these spelling games more than a load of old rope?

You can't keep a good game down. You may have thought Hangman had been done to death, but up it pops again, this time with a couple of face-lifts. Unlike those aging Hollywood actresses who look permanently constipated, however, these cosmetic operations have actually improved the game, providing new slants on an old classic.

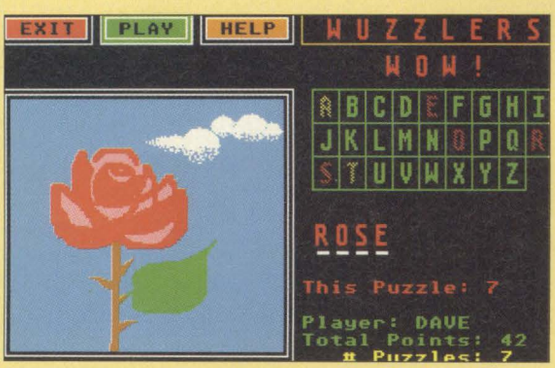
Wuzzlers (PD)

ST • 512K/double sided drive required/can't be run from a hard disk • Disk ED0021 • Caledonia, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

The brains behind this new version of Hangman is the near-mythical Dr D A Brumleve, the brains behind the splendid *KidProgs* series (see *Public Domain* issues one and two). It maintains the standard of that series, combining easy-to-use controls with bold, bright graphics and simple gameplay to create a fun educational program ideal for primary schoolkids.

It's similar to *Picture Hangman* in that you have to guess a word by filling in spaces one letter at a time and you only have a limited amount of guesses. But in *Wuzzlers* instead of pieces of the gallows and sections of your man appearing each time you choose an incorrect letter, sections of a picture pop up on a grid. And not just any old picture, but a picture of the word you're trying to guess. Very handy!

You score points, gaining more for taking fewer guesses, with up to nine points available per picture, and the scores accumulate during a session. The pictures are hardly masterpieces, but quite jolly. There are, however, some extremely annoying sound effects. The game is also a bit limited in the sustained interest department but it should keep the kids engrossed for a few worthwhile hours. One thing – just what the hell is a wuzzler, anyway?



It might be a rose by any other name according to old WS, but if you thought this was a tulip *Wuzzlers* is not going to give you any points

ST 68%

Picture Hangman

(Licenceware)

Amiga • 1Mb • Disk LPD83 • £3.50 • Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

The pictures are simple line drawings, but this isn't because the authors couldn't be bothered to provide anything more interesting. As soon as a word is completed the program changes into a simple kiddies' painting program. A palette appears at the bottom of the screen; click on a colour, then on an area in the picture, and it flood-fills with the colour you have chosen. It makes it worthwhile getting the word spelt correctly as soon as possible.

Once you've solved the puzzle in *Picture Hangman* you can colour in the pictures and save them to impress your friends

Picture Hangman looks good, sounds good and by golly it is good. It has been produced with the kind of gloss that we have come to expect from Déjà Vu, and while it does have some flaws in the gameplay department, there is a little extra twist that should give the game more lasting appeal for young kids than *Wuzzlers*.

The mistake in the format is that it inverts the whole premise of Hangman. Like *Wuzzlers* a picture of the word you are trying to spell is revealed as you go along, but the pieces pop up when you get each letter correct. Choose a letter not in the word and, well, nothing happens. This makes the game less of a challenge, but educationally it is just as useful.

With exceptionally attractive presentation and good use of 'boingy' sound fx to back it up, *Picture Hangman* is an ideal way to help teach kids simple spelling.

AMIGA 78%

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STAR TRONICS

cont. from p90

said, yes, I'd take a look at it, not thinking that it would be different enough to warrant a reassessment.

Wrong! *Golf Score Analyser 1.82* is not only friendlier and glossier, it also has a whole new range of features. The basics remain the same. You enter the details of courses that you play regularly – pars, hole lengths, etc – then each time you play a course you fill in your scores. The program then keeps them on record and can be used to produce statistical data on score averages, birdies, eagles and all sorts of other golfing trivia (I still don't know what an erratic score is, though).

The enhancements on this latest version of *Golf Score Analyser* include:

- Under par, over par and on par scores represented in different colours
- Having your scores adjusted according to handicap
- Graphical representation of your best pars and scores for each course
- Extensive keyboard shortcuts
- A variety of print options including print scores, print averages, print best rounds and print graphs
- You can toggle between the program and Workbench

Apart from doing more and being easier to use the program has also had some cosmetic changes. The intro screen is rather nifty, and the arrow cursor has been replaced with an 18th Hole flag, changing to a ball on a tee while the program is working. Even more fun are the sound effects when you fill in your scores: rapturous applause when you are under par, a sympathetic, "ahhh" when you're over.

There is one major drawback. If you have used the older program you cannot import scores from it into the new version. Your only option is to type them all in again. A shame, as this version is really worth upgrading to.

AMIGA **79%**

The Oracle (Shareware)

PC • 512K • EGA/CGA/VGA • Registration: $15 • Disk C1205 • Testware, 46 The Avenue, Harrogate, North Yorkshire ☎ 0423 886415

Facing a big decision? Are you at a turning point in your life? Worried about the consequences of taking a course of certain action? Then why not consult *The Oracle*? Because it's crap, that's why.

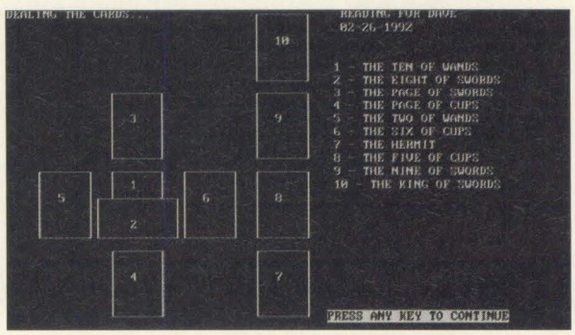
The disk features two programs, *I-Ching* and *Tarot*. *I-Ching* is based on an ancient Eastern ritual which involves lots of sticks and is supposed to give you guidance in making decisions. Basically, you concentrate on some burning question while the oracle – in this case the computer – does a lot of complicated things with sticks (there is a system but it makes about as much sense as a David Lynch film). You end up with piles of sticks, the arrangement of which signifies deep and meaningful things.

This program does all the complex throwing routines for you, but that's about it. If you want to interpret the results it tells you to go and check out a book on the subject. Oh, thanks a lot. What a waste of memory space.

Tarot is based on a system which involves laying special cards out in a certain order then interpreting the result. The program shuffles the pack and lays out the cards for you, and also explains what the cards and positions mean (though it leaves the interpreting up to you). But what a wasted opportunity in terms of graphics. Tarot cards are always very elaborate, but they are represented here as numbers which you have to cross reference to find out what they are. OK, so with the PC you have to have the lowest common denominator (CGA) in mind, but these graphics look like they would be no problem for a pocket calculator to reproduce.

The Oracle does what it sets out to do, and does it well enough, but so does the Test Card, and you wouldn't recommend anyone to watch that.

PC **45%**



What a missed opportunity! *Tarot* could be really colourful on a computer but this is just a dull old diagramatic representation of the layout. Yawn!

Prehistoric Fun Pack (Licenceware)

Amiga • 1Mb • £3.50 • Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

All kids go through a dinosaur stage – or, at least, when I was growing up all my mates seemed fascinated by these lumbering prehistoric monsters at some point and I doubt things have changed. Let's face it: the whole concept of a steaming, swampy world with no human beings but instead populated by lizards twice the size of

Whether it's happy families or generations-worth of fraternal feuding, could traci

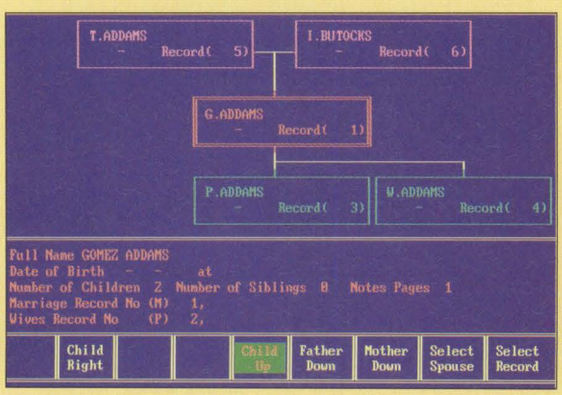
Drawing out a family tree the old fashioned way – with pencil and paper – can be a bit of a chore. With all those lies about when your parents were married (was it before or after your big sister was born?), your gran's imperfect memory and the sudden discovery of long lost cousins, the whole thing can become a bit unwieldy. That's where your computer can help out with a specialised family history database...

Trees II (Shareware)

PC • 512K • CGA/EGA/VGA • Registration: £49.95 • 3 Valley Court Offices, Lower Road, Croydon, Nr Royston, Herts SG8 0HF ☎ 0767 23302

Filling in the data in any family tree program is a laborious task; you have to enter details about each person, then indicate their relationships and state which partners were married on what date and in which town. The key to a successful genealogy program, then, is making this task as simple as possible, while presenting the results as comprehensively as possible.

Trees II gets the combination just about right. After being greeted by a hideous intro screen which looks like a view of the title as seen through a venetian blind, you are introduced to the sparse, but more than adequate, main screen.



***Trees II*: you might not be able to have a very extensive tree on-screen at any one time, but you can scroll around using the controls at the bottom**

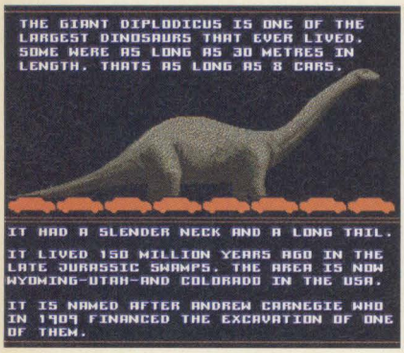
There are just four menus with the options arranged sensibly within them:

- Input/Edit is where you enter and edit all the personal data. It is split into just two options. Person Record enables you to enter new records or edit existing ones. You fill in details of name, and the dates of birth, christening and death. Each person is given a record number. This can be used as a shorthand way of recalling records when you need to alter information; it is also used to indicate marriages and parentage.

When you fill in details about someone you indicate their parents by tying in the record number. Similarly, when you go to Marriage Records – the other option under Input/Edit – you have to say who married whom using numbers. The problem is you have to remember what number everybody is (the Print Records feature comes in handy for this).

All entry of data is pretty straightforward, and a very useful info bar at the bottom of the screen tells you how you should fill in the various bits of information as well as keeping you informed of your current options.

- Display lets you look at the data in a variety of formats, including the traditional tree format. This is achieved, using two different methods. A global tree gives you a diagrammatic representation of the tree with no annotations on it, just a load of blocks – the people – connected by lines showing relationships. You can highlight any of the blocks and the information on that person appears. Alternatively you can view a detailed tree which contains information on the actual diagram, but only enables you to input up to six entries spanning just two generations at a time. However, you can scroll around using a rather over-complicated control system.
- Print lets you print out just about everything from individual personal records to fully-blown


THE GIANT DIPLODICUS IS ONE OF THE LARGEST DINOSAURS THAT EVER LIVED. SOME WERE AS LONG AS 30 METRES IN LENGTH. THATS AS LONG AS 8 CARS.
IT HAD A SLENDER NECK AND A LONG TAIL.
IT LIVED 150 MILLION YEARS AGO IN THE LATE JURASSIC SWAMPS. THE AREA IS NOW WYOMING-UTAH-AND COLORADO IN THE USA.
IT IS NAMED AFTER ANDREW CARNEGIE WHO IN 1909 FINANCED THE EXCAVATION OF ONE OF THEM.

***Prehistoric Fun Pack* is undeniably good, but it makes only token nods towards being educational**

double decker buses really fires the youthful imagination.

This compilation shouldn't disappoint thunder-lizard lovers; it has everything from impressive, realistic pictures to a cartoony platform game with an ecological flavour. Aimed at six- to ten-year olds, the collection is not very strong on the educational angle – the overtly tutorial stuff is limited to a few brief graphs and passages following the loading screen – but the games could stimulate some further interest in the subject.

DinoSlider has 15 tiles on a grid of 16 squares. When the tiles are arranged correctly they show a dinosaur, but the computer soon messes everything up. The player has to rearrange the tiles, but the only tiles that can be moved are those next to a space. Click on a tile next to a space and it will moves into the previously empty space. Carry on doing this for a while and you can eventually shuffle the tiles into position. You know the principle. There are four dinosaurs from which to choose.

DinoSaw (ha, ha, ha!) is a jigsaw, of sorts. Again, a pretty stonking picture of some prehistoric beasties is divided into tiles (40 this time), but this time you place the tiles on the grid by selecting a tile then clicking on the grid where you think it should go. Jolly enough, but it's a pain that you can't move the tiles around once they are on the grid; you have to take them off and place them again.

Snakes and Caves is snakes and ladders, where caves replace the ladders. No dinosaurs here, but there is a caveman (good to see they're not mixing up the timescales). He is actually your die; when you take your go, a club appears and hits the caveman on the bonce. The size of the resulting bump indicates how many spaces you move; a brilliant idea. You have to move the pieces yourself, which you could argue is helpful for teaching maths – I reckon it leaves the way open for cheating. Great graphics and sound fx, though.

Eggstinct is a four-level, joystick controlled platform game where you have to go around collecting eggs and avoiding dinosaurs which appear from bogs floating in mid-air! (Don't ask me why – all logic has gone right out of the window on this one.) It's all very basic and quite good fun but of very dubious educational value.

Undeniably a well put together package *Prehistoric Fun Pack* suffers a little from being so diverse in styles, and is perhaps a case of style over substance. But whatever parents' worries may be, the kids'll love it.

AMIGA **77%**

Astromart (Shareware)

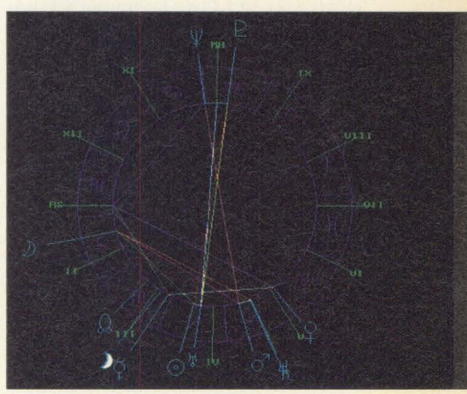
PC • 512K • CGA/EGA/VGA • Registration: £52 • Wilkes and Son ☎ 0892 260775

Astromart is very similar to *Astrology* which I reviewed for the ST back in issue four, and with which I was not very impressed. Basically they both generate astral charts from information that you enter. What got my back up about *Astrology* was that it pretended to be a tutorial whereas it most certainly was not; if you had no prior knowledge of astrology then it made no sense whatsoever.

Astromart likewise won't be of much use to the astrologically ignorant, but then it doesn't pretend to be. It is a powerful, comprehensive astral chart generator designed to make the life of experienced Madame Zaza's everywhere a whole lot easier.

It is, in fact, a French program that is actually commercial in the rest of Europe but has been released as shareware in the UK following its developer's failure to secure a

cont. on p94



***Astromart*: this is the astral chart of Walt Disney. Very revealing, isn't it?**

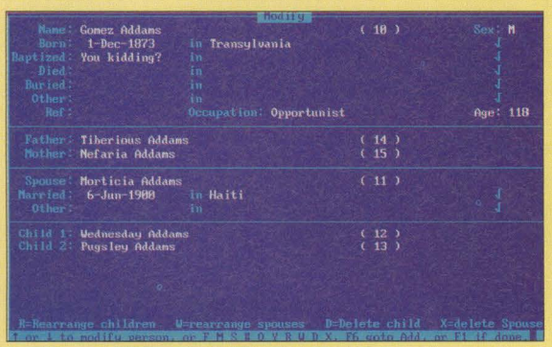
ur family tree be made a bit easier with a PC genealogy program?

family trees. The trees as printed out are a bit weedy and sadly don't resemble the ones in the display option, but they do get the information across. One very handy feature is that the program tells you how many sheets of paper you are going to need – it might be pretty obvious, but very few programs do it, and it can be a very handy thing to know.

● Utilities is the menu that controls the program. From here you can change the screen colours to a scheme you like, set up a screen saver, or simply exit to DOS.

Trees II is a bit cumbersome in places, but fairly comprehensive and logical to use. Extensive on-line help means that even relatively inexperienced PC users should be able to make sense of it fairly quickly. Whether it's worth the almost-£50 registration fee is another matter. That kind of price tag would only be acceptable to someone who is already a genealogical enthusiast, and they might find that the program is a bit too rigid in its structure to be of much use.

PC **80%**


Modify
Name: Gomez Addams (10) Sex: M
Born: 1-Dec-1873 in Transylvania
Baptized: You kidding? in
Died: in
Buried: in
Other: in
Ref: Occupation: Opportunist Age: 118
Father: Tiberious Addams (14)
Mother: Nefaria Addams (15)
Spouse: Morticia Addams (11)
Married: 6-Jun-1908 in Haiti
Other: in
Child 1: Wednesday Addams (12)
Child 2: Pugsley Addams (13)
R=Rearrange children U=rearrange spouses D=Delete child X=delete Spouse

***Brother's Keeper*: not a very friendly program. Even though it looks uncluttered and claerly laid-out, filling in the details is far too complex**

Brother's Keeper (Shareware)

PC • CGA/EGA/VGA • 520K • Registration: $40 • Eigen PD, PO Box 722, Swindon SN2 6YB ☎ 0793 611270

Brother's Keeper has a silly name based on a rather strained pun. But don't let that put you off; the awkwardness of using the program probably will, though.

It's not a bad program; in terms of functions it is on a level with *Trees II*, and the printouts it produces are a lot better. But first you have to enter the data, and that's where the problems start.

Basically the program is just not at all friendly. You select Add to add a new person to the database and fill in their personal details. But this is not as easy at it should be. There is no on-line help to tell what's going on, and the system is not at all intuitive. There are strange square root signs littered everywhere for no reason, which only serve to confuse matters. Deleting files or altering details is also a very long-winded affair. The documentation file is not much help either; it might be huge, but is so dry and techie it's a bit like hoping that reading a book of log tables will teach you trigonometry.

It also loses out to *Trees II* in its on-screen representations of the tree diagrams. Though more traditional in format, there is nowhere near the variety and flexibility available in *Trees II*. And, for some reason, they are written out horizontally, which is a bit odd – it looks like the tree has been felled. It also causes problems when printing as most family trees are too big to fit across a single sheet of paper. To get around this problem the program features a rather fancy sideways printing option for use with continuous stationery – but why not lay out the tree in the correct format in the first place?

On the plus side, the program looks great, and has some nice cinematic-style wipes to take you from one screen to the next, ie, one screen peels away to reveal another. A nice touch, simple to produce, and adds a touch of class.

But looks aren't everything, and *Brother's Keeper* loses because it is just too complex.

PC **57%**

cont. from p93

commercial distributor here. Feeding in the data about the date, time and place of birth is very straightforward. Whereas some similar programs require you to feed in exact longitude and latitude values, *Astromart* holds a vast database of cities, their co-ordinates and the countries they are in, so that you need only type in the name of the nearest city to the birth place in question. This is a typically thoughtful piece of programming.

The charts are bright and colourful, and contain loads of information about things like ascensions, declinations and other multi-syllabled words that mean absolutely nothing to me but are essential to the art of prediction.

There are a few drawbacks. The documentation, despite giving the impression of being informative – there is a glossary of computer terminology – is actually quite confusing. The program is also very temperamental about the way your PC is set up and might require some fiddling around in the CONFIG.SYS file, otherwise it crashes the whole time. On the other hand, it prints out just about everything you could ever need, from full charts to detailed analyses.

Perhaps all those 'professional' astrologers from the national daily papers should get hold of a copy of *Astromart*; then maybe their predictions might coincide for a change.

PC 76%

Ouija (PD)

ST • 512K • ST Club, 9 Sutton Place, 49 Stoney Street, Nottingham NG1 1LX ☎ 0602 410241

Spook! You would be forgiven for thinking that if you checked out an ASCII file you had just saved, and it said, "gsdjNOb yedmxzxz kYESnbxc u88nc8bsNO," that there had been some corruption at work. But no, that's exactly what I got out of *Ouija* the first time I used it, and while it might look like gobble-de-gook, to those in the know it probably means, "Your Aunt Mabel hid the gold earrings in the Yucca plant pot."

"Can you hear me Auntie Mabel?" *Ouija* goes hi-tech with a little help from the ST. But doesn't all that machinery rather ruin the atmosphere?

Basically, *Ouija* is an ST version of the traditional way of getting in touch with the dead. Instead of using a glass on a board, the participants in this version all place a hand each on the mouse and the pointer moves around a screen full of letters and numbers.

There is a window in the centre of the screen; when the pointer passes over a character, that letter or number pops up in the window. The program keeps track of everything that appears from the 'other side' in this window and saves the string as an ASCII file for you to analyse at a later date.

The screen display is a bit drab but clear enough. But there is something intrinsically wrong with *Ouija* on a computer. The whole thing is a load of old hokum, and the only point behind it is to set up a spooky atmosphere to freak out the gullible. This requires a suitably murky atmosphere which you just can't achieve with a monitor screen illuminating the whole room.

ST 62%

Whatever your taste in TV fantasy and science fiction, this database covers it

wHom II 2.02 (PD)

Amiga • 512K • Two disks • Disk 1718A/B • 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH ☎ 0924 366982

Back in issue two there appeared a review for a rather parochial but nevertheless exceptionally well-presented database called *wHom II: The Next Generation*. Parochial because it only dealt with that 26 year tour of Britain's best gravel pits known as *Doctor Who*. It's coverage of that program and the ease of use of the database systems were impressive, but it was only ever going to appeal to a minority that would make the Islamic Friends of Salman Rushdie Society look capable of winning a general election.

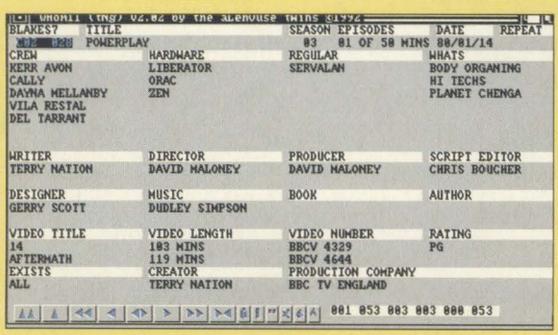
All that has changed. The program's authors, the Alehouse Twins, have been scouring the reference books and now, a few upgrades down the galactic wormhole, the latest version of the program features details on no less than 51 different cult science fiction programmes, ranging from the predictable – *Star Trek, Blake's Seven* – to the downright obscure – *Otherworld* and *Star Maidens*. All the Gerry Anderson and Irwin Allen stuff is included.

The entries for some series are more detailed than others. *Terrahawks*, for example, contains all its data fields on one screen while good old *Doctor Who* has four screens' worth, some of which is very specialised (does anyone really want to know the average word count per page for the various novelisation? And who counted them in the first place? Were they stark, raving mad?) But you are provided with details of cast, writers, producers, directors, production codes and transmission dates of episodes for every series included in the database.

The authors claim this is the ultimate upgrade, which is a shame as, good as the program is, there is still room for improvement. Some background details on the series' – the premise, storylines, whether they are generally considered to be good or trash – is now essential, as few fans will have in-depth knowledge of every programme covered. Also, if entries are too long for the space available, the last few letters are simply lopped off, which is extremely shoddy, as is the fact that are still many unfilled entries.

But for anyone even with an avid interest in any one of the series covered, *wHom II 2.02* remains an extremely useful piece of free software well worth investigating.

AMIGA 78%


wHomII (tNg) v2.02 by the aLeHouse tWins ©1992
BLAKES7 TITLE SEASON EPISODES DATE REPEAT
POWERPLAY 03 01 OF 50 MINS 88/01/14
CREW HARDWARE REGULAR WHATS
KERR AVON LIBERATOR SERVALAN BODY ORGANING
CALLY ORAC HI TECHS
DAYNA MELLANBY ZEN PLANET CHENGA
VILA RESTAL
DEL TARRANT
WRITER DIRECTOR PRODUCER SCRIPT EDITOR
TERRY NATION DAVID MALONEY DAVID MALONEY CHRIS BOUCHER
DESIGNER MUSIC BOOK AUTHOR
GERRY SCOTT DUDLEY SIMPSON
VIDEO TITLE VIDEO LENGTH VIDEO NUMBER RATING
14 103 MINS BBCV 4329 PG
AFTERMATH 119 MINS BBCV 4644
EXISTS CREATOR PRODUCTION COMPANY
ALL TERRY NATION BBC TV ENGLAND
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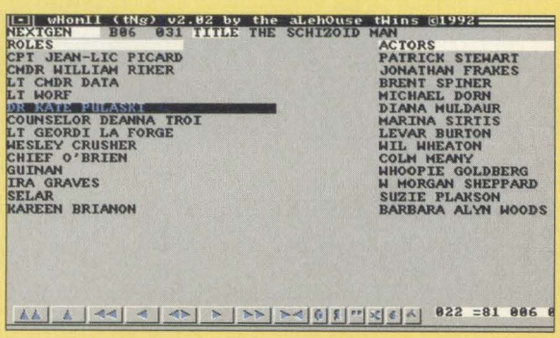
If you have ever wanted to know whao played the guard in the 35th episode of *Blake's 7* then this is the program for you


wHomII (tNg) v2.02 by the aLeHouse tWins ©1992
NEXTGEN B06 031 TITLE THE SCHIZOID MAN
ROLES
ACTORS
CPT JEAN-LIC PICARD PATRICK STEWART
CMDR WILLIAM RIKER JONATHAN FRAKES
LT CMDR DATA BRENT SPINER
LT WORF MICHAEL DORN
DR KATE PULASKI DIANA MULDAUR
COUNSELOR DEANNA TROI MARINA SIRTIS
LT GEORDI LA FORGE LEVAR BURTON
WESLEY CRUSHER WIL WHEATON
CHIEF O'BRIEN COLM MEANY
GUINAN WHOOPIE GOLDBERG
IRA GRAVES W MORGAN SHEPPARD
SELAR SUZIE PLAKSON
KAREEN BRIANON BARBARA ALYN WOODS
022 =01 006

Click on a name, then on the forward arrow at the bottom, and you are taken to the next episode in which that character or actor appeared

So does it include your fave series?

Ace of Wands ● Adam Adamant ● The Avengers ● Battlestar Galactica ● Blake's Seven ● Buck Rogers in the 25th Century ● Captain Scarlett ● The Champions ● The Day of the Triffids ● Dominick Hide (both series) ● Doomwatch ● Doctor Who ● Fantastic Journey ● Fireball XL5 ● Galactica 80 ● The Highwayman ● The Hitchhikers' Guide to the Galaxy ● The Invaders ● Joe 90 ● Knights of God ● Kolchak ● Land of the Giants ● Logan's Run ● Lost in Space ● Max Headroom ● New Avengers ● New Twilight Zone ● Otherworld ● Planet of the Apes ● The Prisoner ● Randall and Hopkirk (deceased) ● Red Dwarf ● Robin of Sherwood ● Sapphire and Steel ● Secret Service ● Space 1999 ● Star Cops ● Star Maidens ● Star Trek ● Star Trek: The Next Generation ● Stingray ● Survivors ● Terrahawks ● Thunderbirds ● Time Tunnel ● The Tomorrow People ● Tripods ● Twilight Zone ● UFO ● V ● Voyage to the Bottom of the Sea

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"... the manual is very well laid out and easy to follow."

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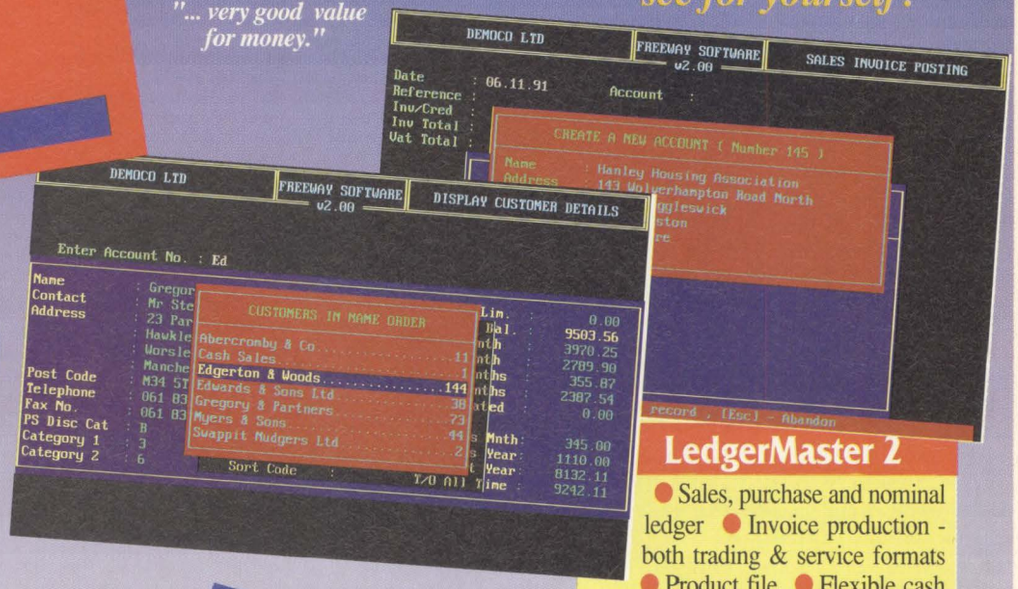

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DEALER ENQUIRIES WELCOME

cont. from p 94

The best of the rest • The best of the rest • The best of the rest

Six issues old and we have covered well over 100 programs in this section, the good, the bad and the why-the-hell-was-that-ever-writtens. But the cream always floats to the top, and here are the programs from our first five issues that we wouldn't mind topping our Irish coffees with...

PC

❶ Compu-Chef — Issue 3 — 92%

PDSL, Winscombe House, Beacon Road, Crowborough, Sussex ☎ 0892 663298

If you're seriously into cooking then you seriously need this program. Packed with recipes, *Compu-Chef* is easy to use and very well-presented.

❷ Wunderbook — Issue 2 — 88%

Softcell Services, 25 Maywood, Drunna Pontydun CF7 9PT ☎ 0443 238630

The fun way for young kids to learn the foreign names for familiar everyday objects. Colourful and simple to use, it covers French, German and Spanish.

❸ Funny Face — Issue 2 — 87%

Softcell Services, 25 Maywood, Drunna Pontydun CF7 9PT ☎ 0443 238630

A bit like a police photofit, *Funny Face* is a great fun program for kids all about creating fizogs from a wide selection of facial features.

❹ Save The Planet — Issue 2 — 85%

Fantasia Shareware, PO Box 1231, Clutton, Bristol ☎ 0761 453716

A comprehensive one-off diskzine covering all things green. Lots of frightening figures and some practical advice on what you can do.

❺ Henrietta's Book of Spells — Issue 2 — 80%

Advantage, 56 Bath Road, Cheltenham, Glos GL53 7HJ ☎ 0242 224340

A cut-down PD version of the commercial Scetlander game for kids, this is still excellent. Six highly entertaining educational games.

❻ Funnels and Buckets — Issue 2 — 79%

Academy Software, PO Box 65, Herne Bay, Kent CT6 8YZ ☎ 0227 360808

This maths game may look a little primitive but it is very addictive, fast-paced and bound to sharpen up your mental arithmetic. A triumph of substance over style.

❼ Monkey Business — Issue 4 — 77%

Testware, 46 The Avenue, Harrogate, North Yorkshire ☎ 0423 886415

An interactive storybook which features a pair of terrible twins on a trip to the zoo. It may be in mono, but the text, written by an established children's author is great.

❽ Learn To Sign — Issue 5 — 76%

Softcell, 25 Maywood, Drunna, Pontydun CF7 ☎ 0443 238630

If you are learning sign language, then this program is a useful teaching tool which means you don't have to find a partner with whom to practice.

❾ Pianoman — Issue 5 — 75%

Advantage, 56 Bath Road, Cheltenham, Glos GL53 7HJ ☎ 0242 224340

An admirable piece of coding which does its best to make a soundcard-less PC tuneful. The results are the best you can expect and can be incorporated into other programs.

❿ Andy's Word Games — Issue 5 — 75%

Testware, 46 The Avenue, Harrogate, North Yorkshire ☎ 0423 886415

A compilation of six spelling and word comprehension games none of which is stunning induvidually, but together they make a worthwhile, fun package.

***Andy's Word Games*: it might be for kids but it isn't always easy**

ST

❶ About the House — Issue 3 — 90%

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

Control a butterfly as it flies through a house causing magical things to happen. A genuinely charming game for very young kids.

❷ Dot To Dot — Issue 2 — 90%

Jennix PD, 66 Abbey Road, Strood, Rochester, Kent ME2 3QB

Join-the-dots successfully transferred to computer. The dots in this case can be lettered or numbered for extra educational value and the results can be coloured in.

❸ Moonletters — Issue 1 — 90%

Goodman's PDL, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

A spelling program disguised as an alien shoot-'em-up. Excellent graphics and sound.

***Moonletters*: possibly the best spelling game in the world**

❹ KidStory — Issue 1 — 90%

Risetime, 19 Quarry Hill Road Tonbridge, Kent

Based on the story of *Little Red Riding Hood* this program enables kids to choose props that will appear in the tale, often with hilarious results.

❺ Colourspace — Issue 1 — 88%

Llamasoft, 49 Mount Pleasant, Tadley, Hants ☎ 0734 814478

This creates coloured patterns in response to you moving your mouse. It may sound dull, but turn the lights down, the music up and it's great fun.

❻ Splash — Issue 5 — 85%

Budgie, 9 Sutton Place, 49 Stoney Street, Nottingham NG1 1LX

An art package aimed at the very young which is so packed with easy-to-use features – mirror brushes, colour cycling, flood fill – the kids'll have to drag their parents away.

❼ KidShapes — Issue 1 — 85%

Risetime, 19 Quarry Hill Road, Tonbridge, Kent

An art program for young kids this comprises a grid and a number of various coloured shapes that you can plonk on to it. Simple but well-realised.

❽ Betty and Bubby — Issue 5 — 83%

Riverdene, 30a School Road, Tilehurst, Reading, Berkshire ☎ 0734 452416

Betty and Bubby are bookworms whose aim in life is to help youngsters learn about numbers and maths. Three exceptionally well-presented games.

❾ Computer School — Issue 2 — 83%

Riverdene, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0734 452416

This program makes good use of cartoon-style graphics to help expand your child's mind. Maths, spelling and picture recognition all covered.

❿ Dizzy Funtime — Issue 2 — 82%

Caledonia PDL, Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

Eight excellent and wide-ranging educational games all featuring a little blue ball character called Dizzy. The graphics and sound are extremely good.

Amiga

❶ Storyland 2 — Issue 3 — 89%

Amiganuts United,169 Dale Valley Road, Hollybrook, Southampton SO1 6QX

An anti-vivisectionist kids' adventure, but don't think it's going to be heavy going. In fact, it's brilliant fun, and constantly coming up with surprises to make you go, "aahh".

❷ Big Top Fun — Issue 5 — 85%

Vally PD, PO Box 15, Peterlee, Co Durham SR8 1NZ ☎ 091 587 1195

Learning about words has never been so much fun. Four superb games all based on a circus theme. Excellent graphics, great sound and lots of fun.

❸ Play It Safe — Issue 1 — 84%

Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

There are hidden dangers lurking around the house, and this game teaches kids to be be on the look out. Great graphics, lots of variety, hours of fun.

❹ Coromandel Voyage — Issue 4 — 83%

GTS, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts ☎ 0707 664654

Based on authentic historical records this program charts the voyage of the ship Coromandel taking settlers from Portsmouth to Sydney. Colourful and informative.

❺ Dizzy Funtime — Issue 2 — 82%

ESP, 32a Southchurch Road, Southend, Essex SS1 2ND

Eight excellent educational games for primary school kids all featuring a cute little blue ball ccharacter called Dizzy. The graphics and sound are extremely good.

***Dizzy Funtime*: quick! Preaa H before the letter hits the ground**

❻ Lost Treasure — Issue 4 — 82%

Crazy Joe's, 145 Effingham Street, Rotherham, South Yorkshire S65 1BL ☎ 0709 829286

Map reading can be fun as this colourful treasure searching game proves.

❼ Words — Issue 4 — 80%

GTS, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts ☎ 0707 664654

A handy, two-disk compilation of programs all with a lexigraphical theme. Everything from a crossword creator to a word finding utility.

❽ Word Factory — Issue 1 — 78%

Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

A spelling game for very young children that is set in a factory. A wide selection of words, brilliant graphics and simple to understand gameplay.

❾ Work And Play — Issue 1 — 75%

Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

Three-game compilation featuring a time-telling tutorial, an impressive-looking board game based on times tables and an addition game set in a shop.

❿ Magical Young Artist — Issue 2 — 75%

Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

A colouring book program featuring over 30 different pictures to colour in and the prettiest colour selection menu bar ever devised.

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1014 **Noyes Cashbooks (1)** - Simple (No VAT). VAT & F. currency
1017 **Page Financial Controller (3)** (HD) - integrated package

BUSINESS

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1501 **EZ-FORMS (1)** - forms generating & filing program
1503 **Formgen (1)** - create & complete forms
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1512 **PC Sell (1)** - integrated program for retailers
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1515 **PDS Quotes (1) (HD)** - feature packed quotation system
1516 **EstiBid (5) (HD)** - excellent quotation/bid system
1521 **Marketeer v2.3 (2) (HD)** - sales prospecting/management

DATABASE

Code Program
2503 **File Express (2)** - powerful easy to use database
2505 **PC-File v5 (3) (HD)** - a fast powerful database
2508 **Zephyr (2) (HD)** - menu-driven relational database
2510 **Membership Database (2)** - ideal for clubs, churches, etc.
2512 **Database Publisher (1)** - a business on a disk!!
2513 **Wampum (2) (HD)** - powerful fast relation database
2515 **Instant Recall (1)** - memory resident free-form database
2517 **Simply Labels (1)** - excellent label generating program
2518 **InfoBASE (1)** - database, forms generator & mail-merge

EDUCATION - Computer

Code Program
3001 **Tutor DOS (4)** - excellent tutorial program
3006 **PC-Tutor (1)** interactive computer tutorial
3009 **C Tutor (2)** - contains both text & source code
3101 **Lotus 123 Tutor (1)** - an adventure game & tutorial
3102 **WordPerfect Tutor (2)** - excellent tutor for ver. 5
3104 **dBase IV Tutor (1)** - 1,000 pages of text + dBase code

EDUCATION - General

Code Program
3101 **PC-Fastype (1)** - good progressive typing tutorial
3204 **Educational Games Disk 1 (1)** - 2 games
3205 **Educational Games Disk 2 (2)** - 18 games
3206 **Word Games (1)** - a selection of word & spelling games
3207 **Word Gallery (1)** - colourful object/association. Age 4-7
3251 **Amy's First Primer (1)** - pre-school early learning
3252 **ABC Fun Keys (1)** - letters, nursery rhymes, colourful
3301 **French Tutor (1)** - 2 good tutorial programs

GRAPHICS PROGRAMS

Code Program
3501 **Draft Choice V1.41 (1)** - easy to use CAD program
3502 **Present (1)** - present your own computer slideshow
3503 **Express Graph (1)** - excellent business graphics
3504 **City Desk V2.0 (1)** - high quality printing from dot matrix
3505 **IMAGE 3D (1)** - 3 dimensional modelling program
3506 **Graphics Workshop (2)** - converts, scales a range of formats
3508 **Flowdraw (2)** - WYSIWYG graphics editor
3601 **Gem Art Disk 1 (1)** - drawing in GEM, IMG format
3611 **Printshop Graphics Disk 1 (1)** - tools, utils & graphics
3621 **Printmaster Graphics Disk 1 (1)** - tools, utils & graphics
3622 **Printmaster Graphics Disk 2 (1)** - as above (more)
3631 **SmartArt Clip Art (IMG) (1)** - 80 images in IMG format

GAMES PROGRAMS

Code Program
4001 **PC Pro Golf V4.2 (1)** - excellent golf game
4002 **Beyond The Titanic (1)** - adventure game

CGA Games
4101 **CGA Games Disk 1 (1)** - 6 arcade style games
4102 **CGA Games Disk 2 (1)** - 7 arcade style games
4103 **CGA Games Disk 3 (1)** - 3 arcade style games
4104 **CGA Games Disk 4 (1)** - 4 arcade style games
4105 **CGA Games Disk 5 (1)** - 3 arcade style games
4112 **Ford Simulator (1)** - test drive Fords cars. Good!
4113 **Bushido (1)** - colourful, well produced Karate game
4121 **Pinball Games Disk 1 (1)** - a selection of pin tables

EGA Games
4201 **EGA Games Disk 1 (1)** - Mah Jongg & Wheel of Misfortune
4202 **EGA Games Disk 2 (1)** - Breakout, Risk & Triskellion
4211 **Mah-Jongg (2)** - uses full capability of EGA graphics
4213 **Blackjack (1)** - excellent program, good graphics

VGA Games
4301 **VGA Games Disk 1 (1)** - Army & Bananoid
4302 **VGA Games Disk 2 (1)** - Miner, VGA Fish, Risk & Tunnel
4311 **Las Vegas Casion (1)** - stunning graphics
4312 **What is it? (1)** - a guessing game for the whole family

LEISURE

Code Program
4501 **Home Budget Management System (1)** - good home budget
4503 **Talk/Musician (1)** - make your computer talk & play
4505 **Check Book Charlie V2.01** - Good cheque book manager
4901 **On LIne BIBLE V3 (6)** - King James Bible with search etc
4702 **Family Tree V1.25 (1)** - interesting genealogy program

GENERAL

Code Program
5001 **PC Prompt (1)** - memory resident DOS prompt
5002 **PC Demo (1)** - make demonstrations, tutorial etc.
5003 **Early Bird V1.0 (1)** - a good diary/reminder program
5004 **Quick Personal Accounting Sys (1)** - quick & easy
5005 **Football Forecast V3.0 (1)** - increase your odds!

SPREADSHEET

Code Program
6001 **As Easy As (1)** - popular 123 style spreadsheet
6002 **PC-Calc Plus (3)** - popular spreadsheet from Buttonware
6005 **Freecalc (1)** - ideal spreadsheet for beginners
6006 **InstaCalc V2.0 (1)** - memory resident pop-up spreadsheet

UTILITIES

Code Program
7001 **PKZIP (PKZ110) (1)** - fast, effective archiver/de-archiver
7002 **Arc Master (1)** - menu driven archiver/de-archiver
7003 **Narc (1)** - stand alone, .ARC & .ZIP file manager
7101 **The Virus Toolkit (1)** - extensive toolkit from McFee
7102 **Format QM/Copy QM (1)** - excellent multi copy/format
7121 **Disk Utilities Disk 1 (1)** - the ULTRA utilities
7122 **Disk Utilities Disk 2 (1)** - format, copy & verify
7123 **Disk Utilities Disk 3 (1)** - a selection of 20+ utils
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7402 **Treeview (1)** - an Xtree-like front end & utils
7501 **Automenu (1)** - a comprehensive menuing program
7502 **Magic Menus (2)** - feature packed menuing system
7601 **Bradford V2.03 (1)** - a good print enhancemnt program
7602 **LQ V2.34 (2)** - letter quality printing & much more
7604 **Image Print V3.3 (2)** - high quality printing on dot matrix

WORD PROCESSING

Code Program
8002 **PC Write LIte (2)** - ideal for beginners includes tutor
8007 **PC Type Plus (3)** - includes on-line help & spell check
8011 **Multi-Lingual Word Processor (1)** - covers 11 languages
8017 **Galaxy V3** - easy to use, fast with spell check & manual
8018 **PC Write V2.7 (2)** - popular shareware word processor
8020 **Freeword (1)** - easy to use menu driven word processor
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Business Pack 4
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Next Month

All good things must come to an end, and so must we. Don't worry, though, we'll be back once again in a month's time to bring you another assortment of features and reviews of all that's happening in the PD world.

In fact next issue's going to be very different. It will be the first issue to come without a cover disk – a move that we've been considering for some time now. The decision to drop the disk hasn't been taken lightly, and we think that it'll give you a better value-for-money magazine overall. We'll be passing the saving directly on to you – the cost of each issue will drop from £2.95 to £1.95.

We'll be tackling the thorny subject of pornography in the public domain. In Public Eye we'll be talking to top licenceware producer Budgie and we'll be continuing our comms coverage too. Plus a whole lot more!

***Public Domain* issue 7 is on sale 1st May. Start queueing now!**

Contributors: Jerry Glenwright, Maff Evans, Nial Grimes, Peter Wright, Jason Saunders. Photography: Ashton James Illustration: Jolyon Webb, Danny Jenkins

WANTED

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❒ The same standard ❒ Slightly worse
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KEY

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BPC40 – OWL Personal Portfolio Manager v3
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GPC35 – Amy's First Primer
GPC75 – Amandas Letter Lotto v1.0
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GPC134 – Moraff's SUPER BLAST
GPC135 – Moraff's ENTRAP v2.0
GPC140 – BUBBLE TROUBLE (vga/cga)
GPC88 – Captain Comic, brilliant!
GPC120 – VGA Catchem'

PC MUSIC

MPC1 – Pianoman, compose your own music
MPC4 – Sequencer Plus (2)
MPC10 – Musical block v1.0 composing sys'
MPC11 – Melody Master v1.6
MPC12 – Musicians Toolbox
MPC13 – Melissa's Music Flashcards v1.0

PC CLIP-ART & PICTURES

P18 – MacPics, excellent fantasy art (2)
P6 – 297 pics in .PCC format (vga)
P8 – Dropcaps in GEM .IMG format
P9 – Animal Pics in .PCX format (9)
P24 – Office, 99 .IMG files of office art
P31 – HD clipart sampler, 40 .PCX pics
P32 – SmartArt, over 70 in .IMG format
P15 – AutoCad symbols, in .DWG format

PROGRAMMERS AIDS

LPC59 – Programmers Productivity v2.6 (2)
LPC7 – Screen designer (cga)
LPC63 – DialogPro v2.1
LPC67 – HYPERPAD v2.2 (5)
LPC73 – Screen World v1.1
LPC35 – TechnoJocks Turbo Toolbox v5 (2)
LPC69 – DOSREF 19 technical reference

PC SPECIAL INTEREST

SI-31 – Night Sky v2.08 (4)
SI-9 – Crossword Creator v4.3
SI-71 – Bible Reader, entire old/new test' (5)
SI-22 – GCSE Physics v2.1
SI-23 – GCSE Computer Studies v2.1
SI-118 – GCSE Integrated Science v1.1
SI-127 – GCSE Mathematics v1.1
SI-110 – School-Mom kids education v3.57
SI-51 – SUPERBEAM PC v1.35s
SI-122 – The Athletes Abacus v4
SI-137 – CV-Master, write your own!

PC SPREADSHEETS

SS2 – AsEasyAs v4.0 - the best
SS4 – PC-Calc+ v2.0 (3)
SS15 – INSTACALC v3.00 (pop-up)
SS18 – ALITE v1.0, newest program around

PC UTILITIES

UPC9 – AutoMenu v4.7
UPC125 – PowerMenu v5.32
UPC135 – Executive Director v2.09
UPC157 – Tree Top v2.44
UPC122 – PKZip & PKMenu
UPC129 – 4DOS v3.02
UPC25 – FlexiBak Plus v1.0
UPC144 – Turbo-Copy v2.01
UPC142 – FluShot+ v1.7 anti-virus
UPC145 – Graphics Workshop v2.2 (2)
UPC172 – MenuDirect Gold v3.0 (2)

PC WORD PRO'S - HYPERTEXT

WPC12 – Word Processor for Kids
WPC79 – PC-Type4 (4)
WPC101 – Galaxy Lite v1.7
WPC114 – Word Fugue v2.00 (2)
WPC4 – PC-Write v2.6
WPC70 – Hypershell v4.0 (3)
WPC117 – RUBICON DTP package v2.2c (2)

PC WINDOWS 3.0

WIN1 – Paint Shop v2.02
WIN3 – WINEDIT v1.1a text editor
WIN5 – Command Post v7.0s
WIN8 – WINPOST v3.0b, electronic post-it!
WIN9,10,11 – ICONS (3000!) + Icon View, IconMaster 0.15, Wallpaper bmp. (3)
WIN12 – Games - Roach, Tiles, Life, Puzzle
WIN14 – WinNav v3.00. 16 & Notebook
WIN15 – Winlock, Unzip, HP-Calc, VirX, Launch
WIN16 – Cards - Casino Poker, Calc' Solitaire
WIN13 – IconChooser, Address Manager etc

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ATARI ST GAMES

GAME145 – Ghost Town Adventure
GAME141 – Crusade Text Adventure
GAME133 – Craps, Pool, Roulette
GAME124 – Bellum, Blockade, Boggler, Bubbl
GAME94 – Super Breakout (hiRes)
GAME100 – Sorcerer's Strategy
GAME61 – KID potate, ABC, Sketch, Story
GAME45 – Floyd the Droid shoot 'em up!

ATARI ST COMMUNICATION

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COMS3 – Uniterm v2.0e
COMS16 – Vanterm v3.8
COMS11 – Worli Mailbox Program

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ATARI ST UTILITIES etc.

ACC99 – Vault hard disk backup utility
ACC96 – FastCopy 3, the best copier
ACC82 – SuperBoot v7.0 - brilliant! D/Sided
ACC69 – Mouse Pointer - change yours!
ACC121 – The new Atari Control Panel

ATARI ST WORD PROCESSORS etc.

WP12 – ST Writer Elite, the very latest! v4.01
WP84,85,86,87 – Full of Calamus Fonts

ATARI ST VIRUS KILLERS

MISC4 – VKiller, latest version of the best!
MISC69 – Small Business A/C package

OVER 3000 AMIGA PD & SHAREWARE DISKS

AMIGA 'SOF' DISKS (GENERAL)

SOF742 – MED music maker later version
SOF703 – DeskBench, new W/B (3)
SOF694 – A-Gene geaneology (1 Meg)
SOF702 – AIM image processor (2)
SOF592 – INTRO Maker
SOF549 – ARP 1.3 - long awaited!
SOF240 – Chet Solace 1, 26 utilities on disk
SOF729 – Mandelbrot Generator
SOF736 – EDUCATION disk

AMIGA FRED FISH DISKS

We are the only library with the ENTIRE collection of Fred Fish disks (over 520).

AMIGA United Graphic Artists

UGAME1 – Rollerball, Ladybug, Orbit 3D
UGAME2 – Flashiber - the game
UGAME3 – Bally, Lingo, Nightworks
UGAME5 – ZZZEP, fly zep and shoot 'em
UANIM3 – RunningMan, TurningMan
UANIM5 – F15, HappyGuy, Window
UANIM7 – Chess, Knight animations
USPEC11 – Games Music Creator
USPEC13 – QL Emulator
USPEC15 – Jamtracker music maker

UTILITIES – WE HAVE LOADS OF DISKS FULL OF THE FAMOUS 'UGA' UTILITIES

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NEW RELEASES

Here are a few of the new titles we have received recently. We have hundreds more, so if you don't see something listed, 'phone us to see if we have it. Our collection this month is mostly games.

SCALEFONT(2) Dutch & Swiss fonts in either GEM/TIF/PCX
GLASS FOR VGA (1)(HD) Graphical User Interface for DOS
PRINTER MANAGER (1) Point and click printer control.
CRUCIBLE (1)User interface generator for Basic programs.
SECRET AGENT (1) (HD) (EGA) Combat world terrorism.
VIDEO POKER SLOT (1) (EGA) Simulates a poker machine.
CLOCK SOLITAIRE (1) (EGA) Super patience game.
ROULETTE (1) (EGA) Mouse driven roulette game.
MIND WARP (1) (EGA) Match pairs of coloured symbols.
JIGSAW MANIA (1) (HD) (VGA) 16 to 640 piece jigsaws.
BOLO BALL (1) (EGA) Fantastic maze game.
MARBLE MAN (1) (EGA) Difficult strategy game.
TRIBOLO (1)(EGA) 3-way Othello game, different each time
GOLDHUNT (1) (EGA) Avoid the monsters and the sensors.
BATTLE OF ATLANTIS (1) (EGA) War game with floods etc.
OILCAP (1) (EGA) (mouse) Keep the oil flowing!
CRUSHER (1) EGA) Explore a cavern of 25 different rooms.
BOLO II (1) (EGA) The follow up to Bolo Adventures.
MINDCUBE (1) (EGA) Strategy arcade game.
CROSSWORD CREATOR & CLIPPER (2) The latest version.

WORD PROCESSING

PC TYPE 4 (4 discs)(HD) Latest version from Buttonware.
GALAXY LITE (1) Wordstar compatible/drop down menus.
THESAUR PLUS (1) (HD) Good pop-up, use with your w/p.
STYLE CHECKERS (1) Checks the readability of text.
SIGNSMITH (1) Create letterheads/posters/logos/pics.
LQ (1) Dot Matrix print enhancer, fonts, print-spooler etc.

DATABASE MANAGEMENT

PC FILE 5 (3 discs) (HD) Powerful D/Base III compatible.
FILE EXPRESS v5(4) Powerful, but easy to use.
FREEFILE (1) Easy to learn menu-driven database.
ZEPHYR (2) (HD) Easy to use fully relational D/Base.
WAMPUM (1) Fast, fully relational. Great Value!
CLUB (1) UK club membership program.

INTEGRATED PROGRAMS

ALT (1) (HD) Editor/ calculator/ address book/ calendar etc.
FRIDAY (1) (HD) Super pop-up Organiser/ diary/ notebook.
ACTIVE LIFE FOR DOS (2) Calendar, appointments, dialler.

PAINTING/DRAWING

FRACTAL GRAFICS (1 disc) PCX drawing using Fractals.
VGA PAINT (1) Excellent VGA graphics/drawing program.
DESKTOP PAINT (1) (HD) (EGA or Hercules) Superb B/W.

DESIGN

CHARTS UNLIMITED (1 disc)Flowcharts/electrical/Gantt etc
EASYDRAW (1) Technical drawing, flowcharts, diagrams.
DRAFT CHOICE (1) Accurate, easy to use CAD program.
PC-DRAFT II (1) Full A4 150 dots per inch drawings.

GRAPHICS UTILITIES

GRAPHIC WORKSHOP (2 discs) (HD) Converts/scales/ views/dithers and prints many picture formats.
PCX-SHOW (1)(HD)(EGA) Professional presentations.

SPREADSHEETS

AS-EASY-AS (1 disc) Famous 123-style spreadsheet.
TUTOR 1-2-3 (1) Interactive tutorial for 123 beginners.

CLIP ART

OFFICE IMAGES (1 disc) Light hearted, choose PCX or MAC.
COOPER SET (2) 1500 pictures. Choose: PCX/IMG/MAC.
DECORATIVE DROPCAP (1) Decorative capitals in PCX /IMG

BUSINESS

MARKETEER (2 discs)(HD) Complete sales system.
INVOICE MASTER (1) (HD) UK invoicing system.
EASY STOCK MANAGER (1) UK Stock control.

FINANCE

FREEWAY CASHBOOK (3 discs) Profit & loss/VAT/bank rec.
PAGE FINANCE CONTROL (2)(HD) Leading finance package
FREEWAY LEDGERMASTER (4) Major integrated system.
PAGE CHEQUEBOOK (1) Home finance from Page author.

DOS UTILITIES

MCAFFEE VIRUS TOOLS (2 discs) Anti-virus programs.
POWERMENU 6 (2) (HD) Friendly menus, easier than DOS.
AUTOMENU (1) (HD) Run programs with single keystrokes.
PC DOS HELP (1) Highly rated DOS tutor/detailed refs.
PKZIP/PKUNZIP (1) Fast and efficient archiving program.
PKZMENU & PKLITE (1) Two utilities for PKZIP.
4DOS 4 (2) Latest version of the alternative to DOS.

PROGRAMMING

C TUTOR (2 discs) Excellent tutorial with examples.
PERSONAL C COMPILER (1) Best shareware compiler?
A86/D86 (1) Fast Assembler/debugger.
8086 TUTOR (1) Intro to Assembly language programming.
TURBO PASCAL TUTOR (2) Very good tutorial.

HOBBIES & INTERESTS

FAMILY TREE (1 disc) Prints charts or book with index.
BROTHER'S KEEPER (4) Friendly. Prints sideways charts.
SOLVER (1) Crossword, anagram & word square solver.
FOOTBALL FORECAST (1) Popular pools/fixed odds system.
PUNTER'S PAL (1) UK Horse racing analysis program.

GAMES

SOCCER GAME (1 disc) Get your team to the First Division.
GOAL (1) International soccer management.
PC PRO GOLF (2) Golf simulation. Quite good CGA graphics.
GRAND PRIX (1) Manage a Formula One team.
FORD SIMULATOR II (2) Test drive a Ford car!
DRACULA IN LONDON (1) Good graphic adventure game.
GET LUCKY (1) Collection of harmless (18+ only) games.
SLEUTH/HANGMAN (1) Find the murderer!
BACKGAMMON (1) Plus Cribbage & Draughts. Very good!
POWERCHESS (1) Super chess game. Works on all graphics
CASTLE MASTER (1) (CGA) Rescue your twin.
PHAROAH'S TOMB (1) (CGA) Raiders of the Lost Tomb.

EGA/VGA GAMES

VGA SHOOTING GALLERY (1 disc) 7 shooting competitions.
JUMPMAN LIVES (1) (EGA) Up to four player arcade game.
CRYSTAL CAVES (1) (HD) Underground world of treasures.
BOLO ADVENTURES (1)(EGA) Forty levels, superb graphics.
DARK AGES (1)(286) Supports AdLib/Sound Blaster cards.
COMMANDER KEEN I (1) One of the best ever PC games!
COMMANDER KEEN II (2) (EGA) (HD) "Goodbye Galaxy."
COMM. KEEN III (1) (EGA) (HD) "Aliens Ate My Baby Sitter."

EARLY LEARNING

HOORAY FOR HENRIETTA (1 disc) Maths for 5-12 year olds.
HENRIETTA'S BOOK OF SPELLS (1) Spelling for age 7-14.
AMY'S FIRST PRIMER (1) Pre-school educational games.
PC LEARNING GAMES (4)(EGA) Maths, Words etc (2-8yrs)
ANDY'S WORD GAMES (1) Improve spelling & grammar.
FUNNELS & BUCKETS (1) Games for age 2 to 10.
MONKEY BUSINESS (1)(mouse) Interactive story (age 7-10)

EDUCATION

PC TUTOR (1 disc) Good interactive computer tutorial.
TYPING TUTORS (1) Good tutors- PC TOUCH & FASTYPE.
GCSE (1) Choose Maths, Science, Physics, Comp. Studies.
SENIOR PHYSICS FACTS (1) UK program.
FRENCH TUTORS 1 & 2 (2) Multiple choice tests.

LIFESTYLE

HOROSCOPE/ASTROLOGY (1)Prints star Chart & analysis
HANDWRITING ANALYST (1) Thorough graphology program

MS WINDOWS PROGRAMS

WINDOWS GAMES (1 disc) 12 games, Poker, Yacht etc.
SCREEN PEACE (1) Set of screen saver programs.
ICON TOOLS (2) Let you edit, draw, view Icons.
ZIP MANAGER (1) File compression manager.
WINSPELL (1) Spell Checker for Windows.
WINCHESS (1) Very good chess game.
WIDOWS ALMANAC (1) Calendar. notepad, alarm etc.
WINDOWS WALLPAPER (2) 18 pictures for your desktop.
PAINT SHOP (1) Converts between BMP, PCX & GIF.
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PARENTS (1) Genealogy program for Windows.
SNAPSHOT (1) Capture screens for use in other programs.

NON-SHAREWARE PRODUCTS

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